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Lesson Plan

Project: Erasmus+ KA121

Title: *The Lost School Memory* – Grammar Escape Room

Class: Grade 8

Subject: English as a Foreign Language

Duration: 45 minutes

Focus: Past Simple vs Past Perfect

Methodology: Game-Based Learning (Escape Room), Cooperative Learning

1. Lesson Objectives

Language Objectives

By the end of the lesson, students will be able to:

- distinguish between Past Simple and Past Perfect,
- use Past Perfect to describe earlier past actions,
- correct grammatical mistakes in narrative texts,
- complete a coherent sentence using correct tense forms.

Skills Development

- reading comprehension,
- logical thinking and problem solving,
- collaboration and communication in English,
- accuracy in written production.

Erasmus+ Key Competences

- Multilingual competence,
 - Digital and information literacy (dictionary use, decoding tasks),
 - Personal and social competence (teamwork),
 - Learning to learn (self-correction and peer support).
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2. Erasmus+ Quality Standards Alignment

This lesson supports the **Erasmus+ Quality Standards** through:

- **Inclusion and diversity** – all students participate actively in small groups with differentiated task types.
- **Active engagement** – learning through gamification and problem-solving.
- **Digital and innovative practices** – integration of code-breaking, dictionary research and structured cooperative learning.
- **High-quality implementation** – clear learning outcomes, formative assessment, measurable final task.

The activity strengthens students' language accuracy and collaborative skills in line with Erasmus+ objectives of improving educational quality and innovation.

3. Materials

- Printed station cards (4 stations)
 - Oxford Wordpower dictionary
 - Cipher alphabet sheet
 - Code Cards
 - Final Task cards
 - Envelopes / hidden clues
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4. Lesson Procedure

1. Introduction (5 minutes)

Teacher reads the story introduction:
"Someone had changed the past..."

Students are divided into groups (3–4 students). Each group receives a **Team Code Card**.

Teacher explains rules:

- Solve each station.
 - Write codes on the card.
 - English only.
 - Final sentence must be grammatically correct to escape.
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2. Escape Room Stations (30 minutes)

Station 1 – Grammar Correction

Students correct mistakes in a narrative text.
Focus: identifying where Past Perfect is required.
Code: numbers of corrected verbs (35).

Station 2 – Last Will

Students complete verbs in brackets using Past Simple or Past Perfect.
Code: first letters of correct verb forms (H-H-D-S-H).

Station 3 – Dictionary Cipher

Students locate a specific word in the Oxford Wordpower dictionary.
Code: *conjunction*.

Station 4 – Secret Message

Students decode a Caesar cipher (shift +3).
Message: *LOOK UNDER THE CHAIR*.
Hidden final clue leads to the last sentence.

3. Final Task (5–7 minutes)

Students complete the sentence:

The memory disappeared because someone **had hidden** the box before the caretaker arrived.

Teacher checks accuracy. If correct → ESCAPE 🎉

5. Assessment

Formative Assessment

- Observation of teamwork
- Accuracy in grammar corrections
- Correct tense use in final sentence

Success Criteria

Students can:

- ✓ explain why Past Perfect is used
 - ✓ identify sequence of past events
 - ✓ produce a grammatically correct complex sentence
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6. Expected Learning Outcomes

Students:

- improve grammatical accuracy,
 - understand chronological sequencing in narratives,
 - develop collaboration and problem-solving skills,
 - experience increased motivation through gamification.
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7. Inclusion & Differentiation

- Mixed-ability grouping
 - Clear written instructions at each station
 - Support cards with tense reminders if needed
 - Peer scaffolding encouraged
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This escape room lesson demonstrates innovative, student-centred teaching practices aligned with the principles and standards of the Erasmus+ programme.