

L2 Teaching with *Untitled Goose Game*

Try out the following lesson plan as the initial in-class activity following the introduction of a new concept. In this case, I am using *Untitled Goose Game* to reinforce simple commands (the imperative). *Untitled Goose Game* is quite versatile; you could use it to introduce a variety of concepts, as well as to introduce and review everyday vocabulary in a fun, communal setting.

You can find [Untitled Goose Game on Steam](#) and most major consoles. As you can see, you will only need one copy of the game, because you will be directly manipulating the game based on the instructions you receive from students; but of course you could also have students take turns 'leading' the class in a group play session.

Finally, this plan featured *Untitled Goose Game* because the game is fun, it has a legible aesthetic, and it is light on in-game text. But in theory, any game could be slotted into this basic pedagogical framework.

Sample Lesson Plan

in advance of running this activity, it is a good idea to share a deck of flashcards based on the everyday objects depicted in the game

I. Chat with a Partner (2 min)

****adjust conversation topics accordingly****

What is your impression of, and relationship to, videogames/computer games/digital games?
Do you like to play them? Why or why not?
If you do play them, how many hours a week?

II. Let's play!

****be sure to review the abilities of the goose; the basic layout of the level; and the 'to do' list****

III. What's the name of our goose? (2 min)

****note, these instructions were developed for an online class.****

In the space below, please enter a potential name for our goose.

Names

- Gene

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IV. *Untitled Goose Game* Presentation

V. The Imperative

this should be the second time students are encountering the central concept of this lesson, in this case, the imperative

use the infinitive form of the verb without the “to”

to go, to walk, to drop

- **Go** right.
- **Walk** toward the bench.
- **Drop** the apple.

VI. Let’s play! (again)

The Rules

- 1) To control the goose, **tell** Curtis what to do: please **use** the imperative!
- 2) Each person has 90 seconds to give Curtis instructions for controlling the goose.

VII. Group Work

Describe/Summarize what just happened (Part “**VI. Let’s play! (again)**”). Write your descriptions/summaries below:

G1

G2

G3

Homework:

Think up a new title for this ‘untitled’ game, and be ready to explain your title!

Additional Activities:

- Students think up new rules for organizing group play
- In groups, students are prompted to write out a plan for completing one of the tasks on the ‘to do’ list
- Students suggest an alternative ‘to do’ list