

# Adaptive Activities

How to Edit Games



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Textbook Listings

ES

JHS

HS

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Articles

### Newest activities

HERE WE GO 3 (2nd ver) - Unit5-1  
vocab & example

Past Tense Last One Standing

BANG! : The ESL Version

Where in the world is Kaito Kid?

Various Word Searches

Relative Nonsense

 Grab Bag 

Changing Trains in Tokyo

Let`s Play Cards (How`s the  
weather) ES 4 U2

How to + verb

Mario Cart- Shape Activity

How Are You? ES 1 Unit 2

Hello/ Hello World ES 3&4 (Unit 1)

 School Events  Emoji Quiz



### News

## Reviving the Discord server

Launching a new Discord server with some improvements from the previous one.

[Read more](#)

## The new textbooks for 2025

A short update on the new batch of textbooks.

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## Initial thoughts on the forum

My initial design ideas for the forum. Requesting your feedback!

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# REALITY



**DIFFICULTY**

| Number of students |
|--------------------|
| 14                 |
| 7                  |
| 10                 |
| 10                 |
| 8                  |
| 11                 |



06/20/2012

Discussion: 1

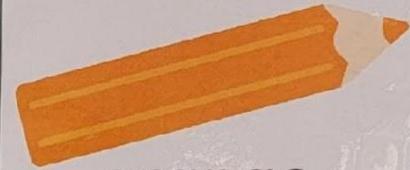
Level Change



light blue



yellow



orange



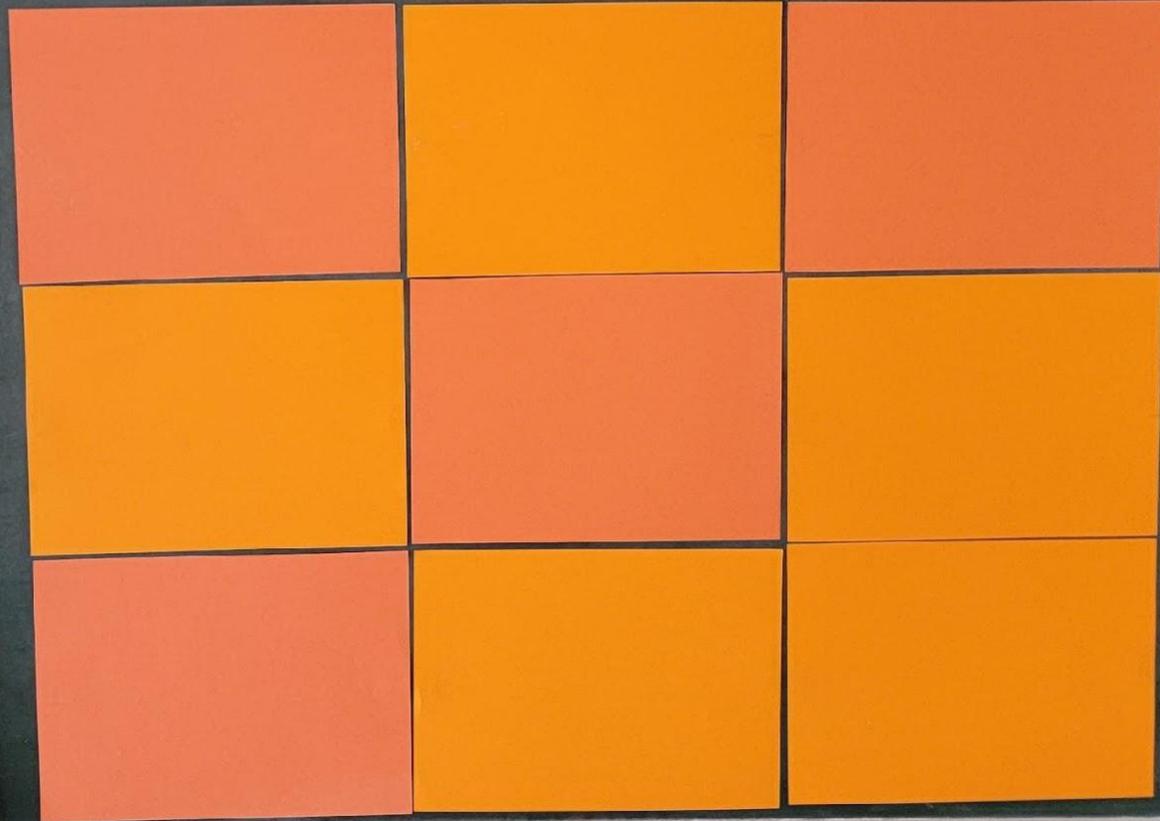
circle

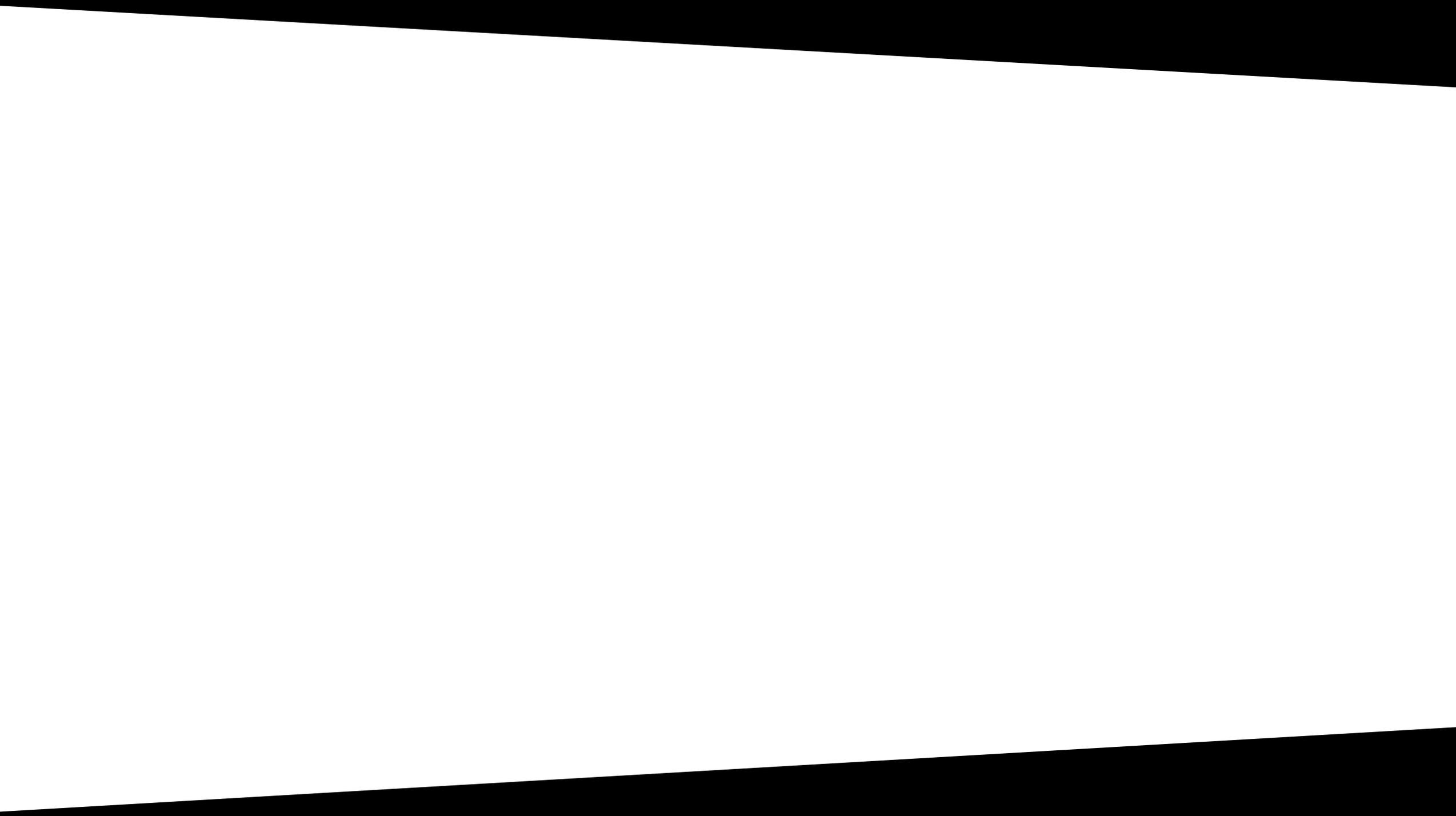


square



rectangle





# Sharing!



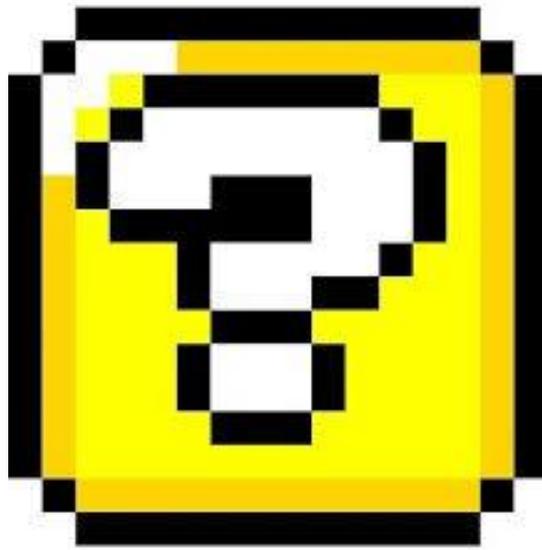
# The Theory

**Simplify**

Simplify

Remove the English

# Game Mechanics



# Game Mechanics

win/lose condition



how/why

Points

how/why

Present

Practice

Perform

**Practice**  
**Accuracy**

**Perform**  
**Creativity**

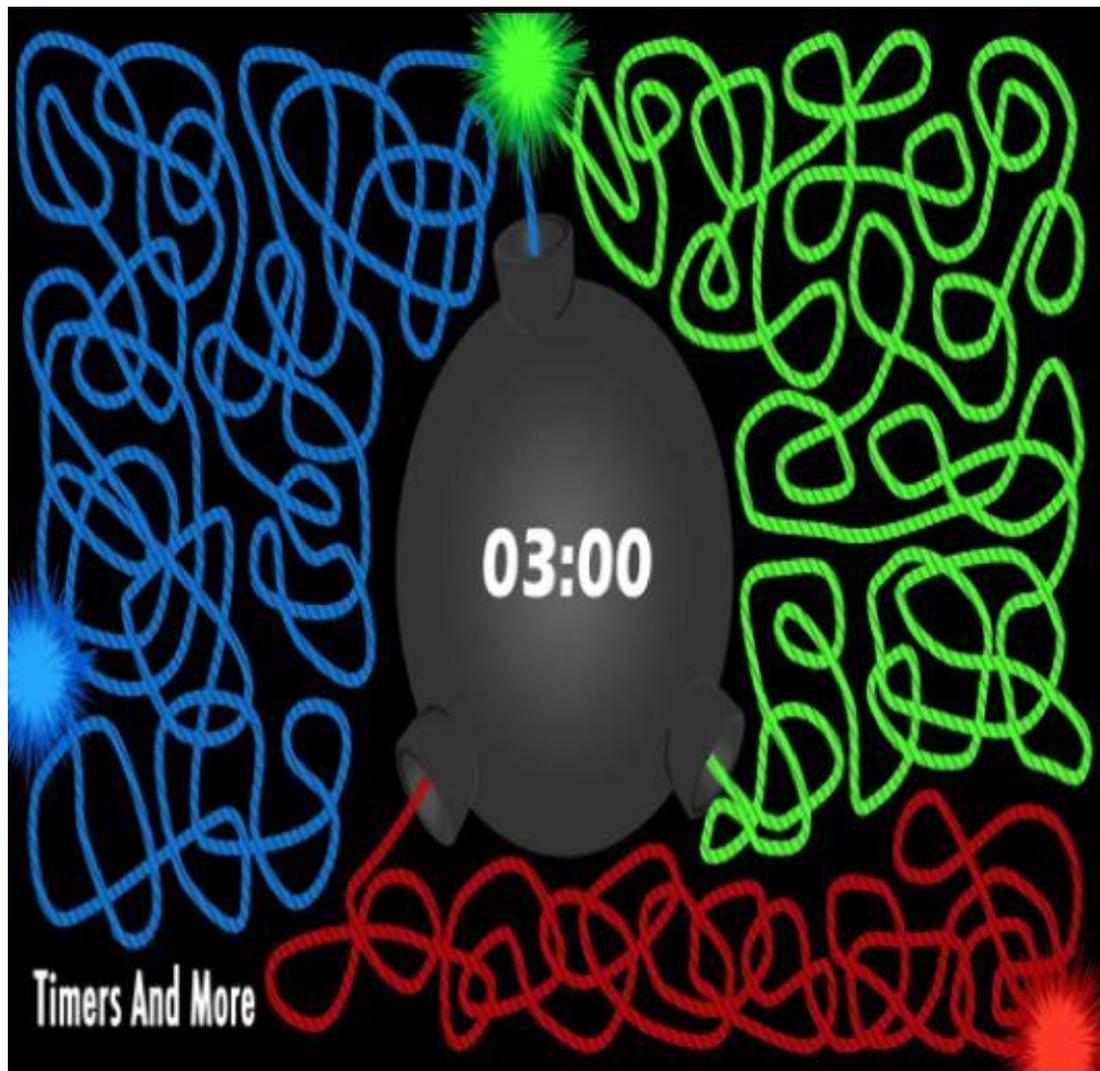
**Edit**

**Levenshtein Δ**

**Remove and  
Replace**

Discussion: 2

Difficulty Change

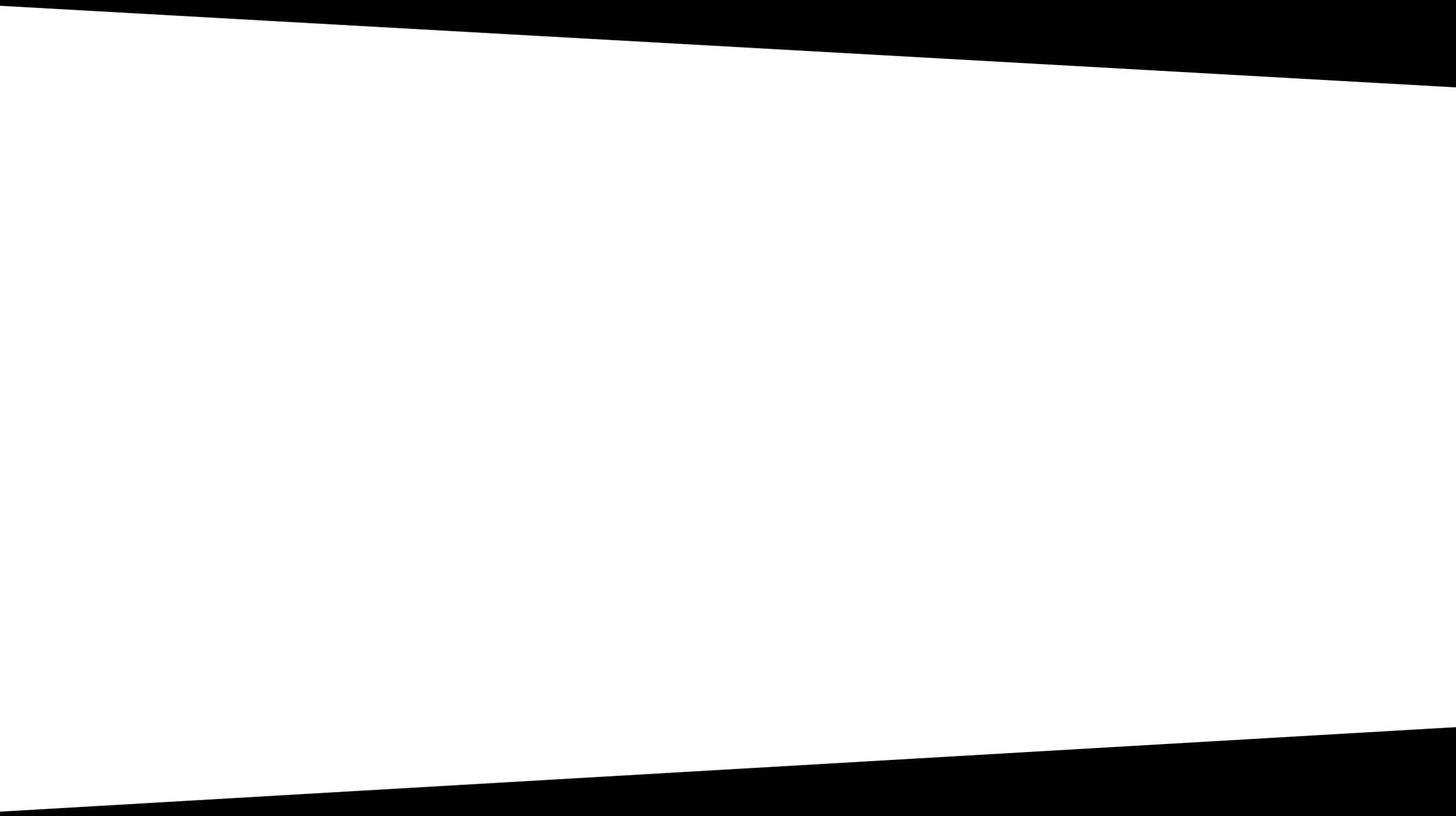


# Bomb Game

I know how to **OO**

**PASS!**

**Only English!**

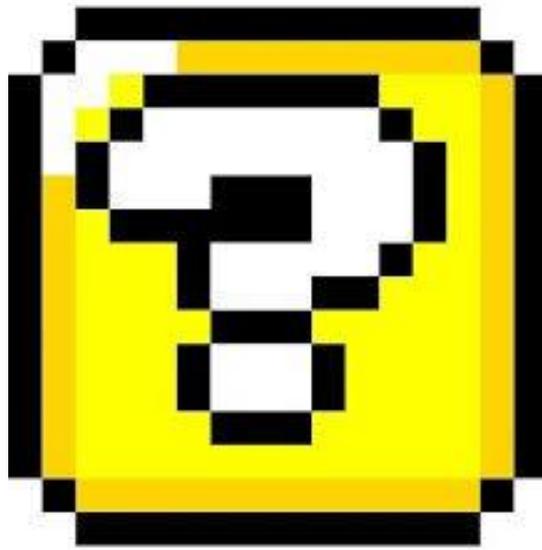


# Sharing!



**Simplify**

# Game Mechanics



**Practice**  
**Accuracy**

**Perform**  
**Creativity**

**Edit**

# Difficulty $\Delta$

constraint  $\Delta$

time limit

access to resources

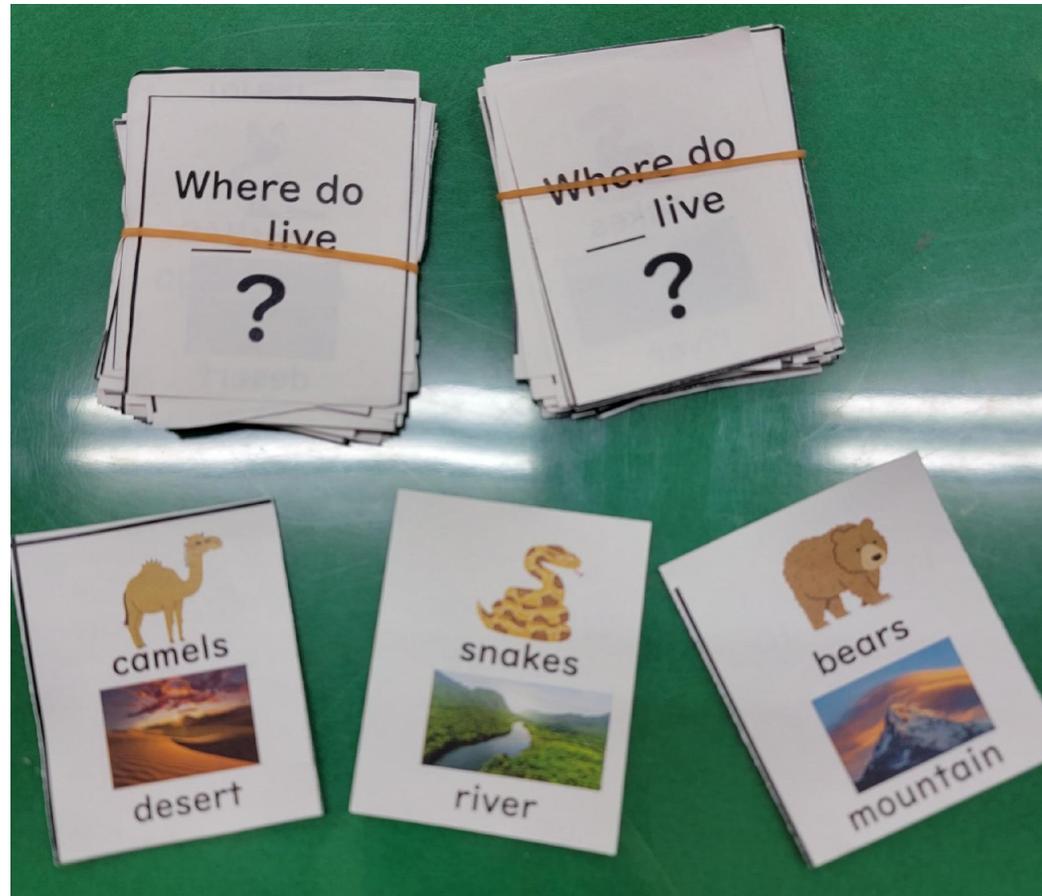
content  $\Delta$

# of questions

vocabulary

distracting task

# Model Activity



Discussion: 3

Fun Factor

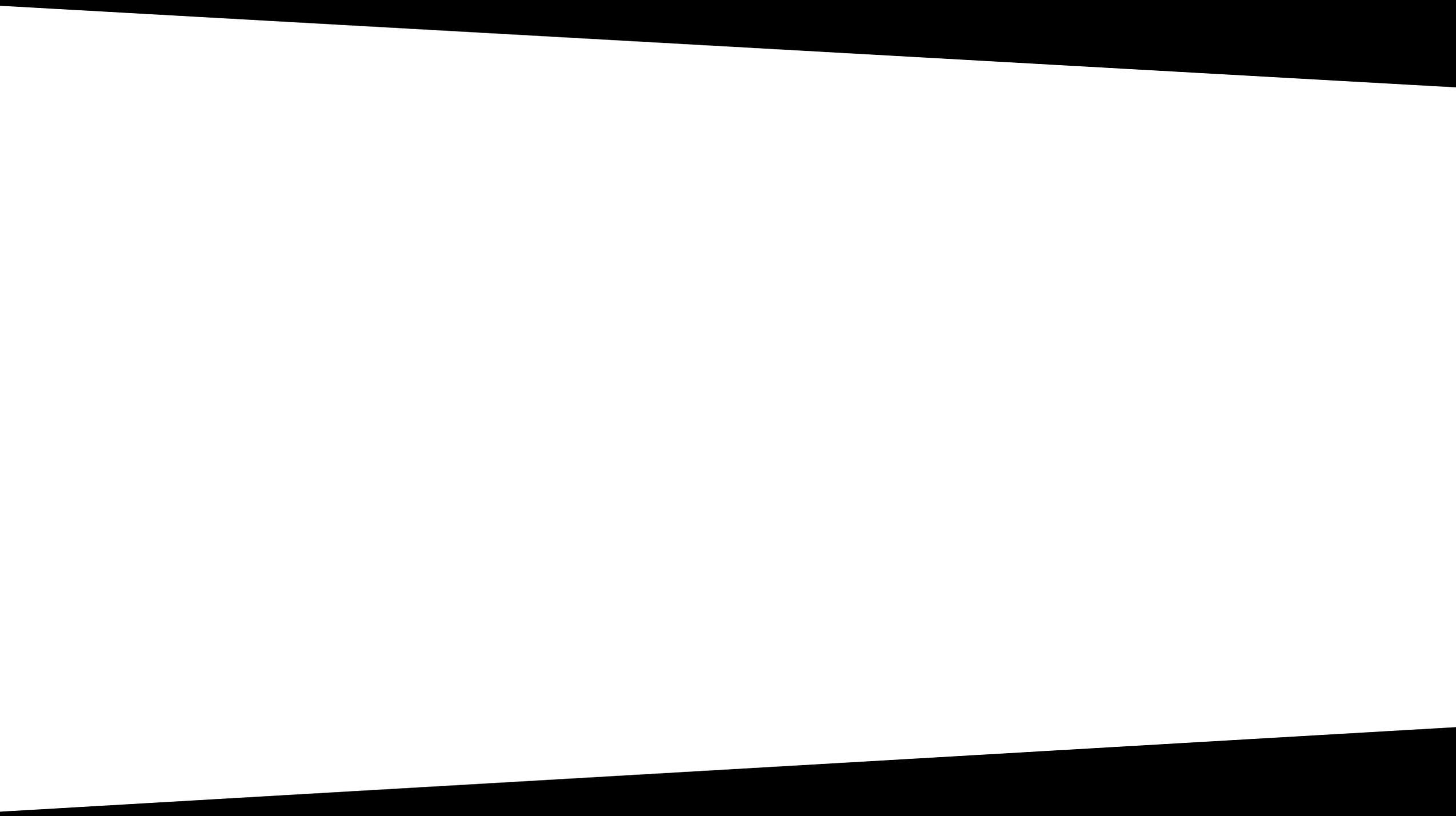
Change

英単語①⑦ LEVEL3

氏名 (

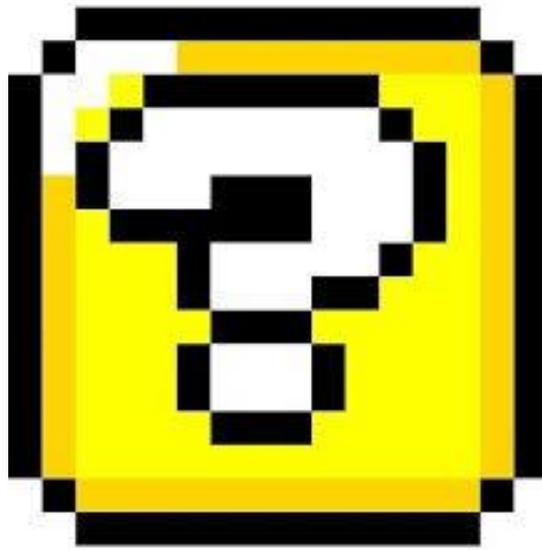
)

|           |        |           |       |
|-----------|--------|-----------|-------|
| blood     | 血      | elderly   | 年配の   |
| Christmas | クリスマス  | cookie    | クッキー  |
| kilometer | キロメートル | sweet     | 甘い    |
| allow     | を許す    | rose      | バラ    |
| beginning | はじめ    | chair     | いす    |
| fresh     | 新鮮な    | disappear | 消える   |
| marathon  | マラソン   | mine      | 私のもの  |
| Tuesday   | 火曜日    | cute      | かわいい  |
| symbol    | 象徴     | factory   | 工場    |
| fishing   | 釣り     | proud     | 誇りに思う |



**Simplify**

# Game Mechanics



**Practice**  
**Accuracy**

**Perform**  
**Creativity**

**Edit**

Fun **E** editor  $\Delta$

superficial  $\Delta$

design

group  $\Delta$

add movement

content  $\Delta$

new mechanics

vocabulary

Prize and  
Punishment

# Prizes

applause

stickers

prize sheet

# Punishments

extra question

new group

**Thank You**