

BLENDING LEARNING BEST PRACTICES

Template

“Frostrune” in basic language teaching A1-A2	
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Element	Guiding questions
Type of document	Information sheet
Publisher	Fønix AS
Target audience	<p>The target audience is adults (over 18) refugees and immigrants with relatively low language skills in Norwegian. (Migrants.)</p> <p>Their language level is A1-A2 according to the European framework for languages. These target group are considered as basic users of the language.</p> <p>Participants at level A1 can understand and use familiar, everyday expressions and very simple statements about themselves and close relationships.</p> <p>The participant can participate in routine conversations in a simple way, if the conversation partner speaks slowly and clearly and is willing to help.</p>
Field	Language learning for migrants
Objective	<p>Frostrune is a digital game used to ensure the basic main objectives in reading and listening at level A2.</p> <p>The game is used to learn about and talk about basic features from Norwegian history and the Viking Age, which are part of the goals in Social Studies for adult immigrants:</p> <ul style="list-style-type: none"> • Get acquainted with some of the important processes that have formed the basis for the emergence of modern Norway. • Be able to talk about different lifestyles, traditions and views on religion, and about changes in these areas over time.

Location /geographical coverage	The Frostrune game has been used with migrants in Fønix who are learning norwegian language for the first time.
Introduction	<p>Fønix has a lot of best practise examples with the use of educational games as a tool for language learning for adult emigrants.</p> <p>The use of games as Frostrune provide good opportunities to facilitate and adapt, create active learning and make collaboration safer.</p> <p>With an educational setting, entertainment games can serve as an inclusive learning activity. Students, with different backgrounds, get to contribute their strengths into a joint work with fellow students.</p> <p>Games also provide a combination of written, visual and auditory training that for many will be motivating and supportive in learning a new language.</p> <p>The use of games in general is a goos opportunity to adress learning to groups across age and gender barrieres.</p>
Stakeholders and Partners	<p>Students: Adults (over 18) refugees and immigrants with relatively low language skills in Norwegian, level A1-A2 according to the European framework for languages.</p> <p>Institution: Fønix provide “Work Preparatory Training” for people who need to establish necessary basic job skills, lifelong career guidance, language training and work-related integration for migrants.</p> <p>Fønix deliver the Integration Program on behalf of the municipality of Sandefjord and oversee more than 400 migrants every year.</p>
Financing Body	Fønix AS through regional authority; The municipality of Sandefjord, Norway.
Context	<p>Frostrune is a game that draws inspiration from Noregian mythology and history.</p> <p>As the introductory sequence informs us, the story takes place in the summer of 965 CE off the coast of Norway. You play as Liv, a 13-year-old girl who is the sole survivor of a shipwreck.</p> <p>You are cast away on a deserted island, which you soon find out is plagued by an ominous presence. Your mission is to unravel the mystery of the island and get rid of the unwanted spirits so as to deem the land habitable once again.</p> <p>In order to do so, you have to explore the different locales and solve puzzles with the help of ghosts.</p> <p>The game itself is an uncomplicated adventure with clear intentions that shows how simplicity combined with conviction can create wonders.</p>

	 <p>The game is divided into different scenes with written and oral information in Norwegian.</p>
<p>The main objectives</p>	<p>Educational games as Frostrune provide good opportunities to facilitate and adapt, create active learning and make collaboration safer.</p> <p>Within an educational setting, entertainment games can serve as an inclusive learning activity.</p> <p>Students, with different backgrounds, get to contribute their strengths into a joint work with fellow students.</p> <p>Games also provide a combination of written, visual and auditory training that for many will be motivating and supportive in learning a new language.</p>
<p>The description of the practice</p>	<p>Students must follow this information to advance in the game.</p> <p>As an introduction, the class goes through the introductory text of the game, and plays the first scenes together on the big screen, so that all students understand how the game works. There is also a lot of talk about words and expressions, about the different environments we see and the time we are in. This forms a basis for the further teaching program.</p> <p>After a joint introduction, the students are divided into groups that play together on the iPad. The students should have different language backgrounds, so that they must use Norwegian as a common language in conversations and discussions about how to get on in the game.</p> <p>During the game, they collect various objects, which provide a basis for learning words and expressions. For groups with a very low Norwegian level, a recipe is prepared for what the students should do in each scene, with simple instructions in Norwegian. This means that the game can be individually adapted to different language levels in the class.</p> <p>Assignments and verb lists are developed for each session, which can be used in further language teaching.</p>
<p>Outcomes of the practice</p>	<p>The game has been used within classes of 12 – 16 students at the same time throughout 2020.</p>

Success Factors	Access to templates as iPad and licenses for the game.
Constraints	No challenges encountered by men and women in the use of Frostrune as educational game.
Lessons learned	<p>Educational games as Frostrune can be a good complimentary to ordinary teaching methods.</p> <p>For students who do not learn well with traditional methods can benefit a lot with game-based learning.</p>
Sustainability	<p>The use of Frostrune only need access to iPads and license for the game. It is easy to use and easy to implement in an ordinary education / classroom setting.</p> <p>This is also a very cost efficient tool.</p>
Development of the practice	<p>The use of Frostrune is just one example out of many within the use of educational games in language training for migrants within Fønix.</p> <p>We have a strategy to implement even more games in the future, as we consider this to be an important tool within language learning for adult migrants.</p>
Conclusion	<p><u>Testimony from teacher:</u></p> <p>A lot of engagement from the students. Some of them found it exciting to play and learn. A few found it boring.</p> <p>The students learned inventory words and how to tell the directions and some adjectives.</p> <p>They learned something about Norse mythology.</p> <p>The advanced language in the game makes it difficult for new beginner learners in Norwegian to follow the game without coaching and guidance.</p> <p>The game demands a high-level skill in Norwegian language. A target audience in B1 and up would benefit more on this game.</p> <p>In a corona time point of view, I as the teacher had to be the one leading the game thru zoom</p> <p><u>Testimony from students:</u></p> <p>On the question of what they think they learn from the game, some answered:</p> <p>“I learned some words new words. The game had difficult vocabulary, but if I play a Norwegian game again, I maybe will remember something.”,</p>

	“It was exciting, and the graphic was very good. I learned new words, but I don't think I learned anything about the history because I focused more about the target of the game.”
Related resources that have been developed	The Frostrune - Apps on Google Play The Frostrune på Steam (steampowered.com)
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