

Lexis

Approach: Station

Focus: Understanding and following instructions.

Resources: Computer game on laptop computer.

Level: Year 8

Questions/instructions:

% responses
y8

This activity uses the computer.

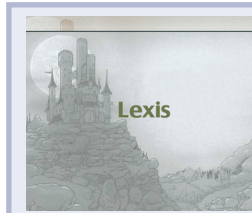
Click on the button that says **Lexis** to begin the task. The computer will tell you what to do.

[Each screen of the game requires the student to perform one or more actions before being able to progress to the next stage. There are a variety of actions with varying degrees of difficulty e.g. locate the correct object and move it to a specified location; create a path to a destination.]

Task:		% responses
1	(find red rock)	97
2	(place on correct gargoyle)	90
3	(find correct path to red diamond)	23
4	(find gold ring)	76
5	(place on small rhino horn)	91
6	(press lowest blue button)	97
7	(press top blue button)	95
8	(correct opening of door)	99
9	(remove first tooth)	98
10	(remove second tooth)	96
11	(find 'S' cracked paving stone)	94
12	(find brick marked 'X')	77
13	(key in bottom lock)	76
14	(key in top lock)	80
Total score:		
	13-14	42
	11-12	40
	9-10	15
	less than 9	3

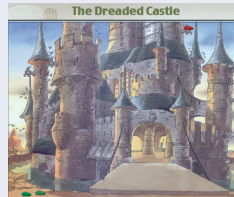
Commentary:

Apart from one component which was particularly challenging, students enjoyed high levels of success on this task. Only 18 percent of students got more than 3 of the 14 components incorrect.

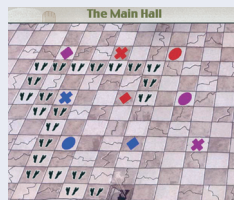


Audio instructions:

Lexis and Zep have lost their dog, Wag. He has wandered off near the dreaded castle. It is your job to help Lexis and Zep by listening to the instructions and finding your way through the many rooms of the dreaded castle.



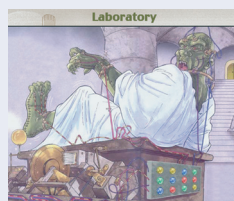
The Dreaded Castle: Put the red rock on the highest gargoyle head to open the drawbridge. [Tasks 1-2]



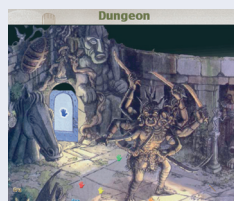
The Main Hall: Make your way carefully, avoiding the cracked tiles, and walk to the red diamond to open the next door. Click on each tile to show your path. [Task 3]



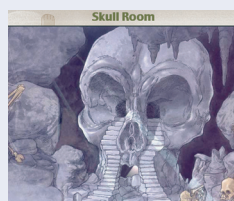
The Dining Room: Using the gold ring, put it on the smallest horn of the rhino's head to open the secret passage. [Tasks 4-5]



Laboratory: Press the lowest blue button on the panel to put the monster to sleep and then on the top blue button to open the door. [Tasks 6-7]



Dungeon: Using the blue glove, place it on the door to open it but beware the monster. [Task 8]



Skull Room: Carefully remove the two top teeth of the skull's mouth to open the secret passage to the garden. [Tasks 9-10]



The Garden Gate: You've found Wag but he's behind a gate. To open it, look under the 'S' cracked paving stone for the key to the bottom lock and behind the lowest brick in the wall with an 'X' on it. Use these to open the gate and rescue Wag. Well done. You've opened the gate and you've rescued Wag. [Tasks 11-14]