

Canva Slides for story: <https://canva.link/iiwwj3ann06y5kx>

Setup and Introduction

If students do not know DnD then explain that the aim of the game is to create a story together and play together. NOT necessarily win. Also explain that even though there are pictures as aid, a lot of the game is imaginary and they need to use their imagination to picture everything.

Students are going to work in groups of 2-3 people for 1 Playing Character (PC).

4 is too many for one PC however if you have a student who thinks that English is extremely difficult and only wants to listen/roll dice, then 4 can be done. It is best if you can keep the maximum of PCs to 8-9 per class, otherwise waiting time can be too long.

Each student for the one PC has a role and these roles rotate each session or every 45-60 minutes, depending on how long the lessons are.

The roles are

1. Mouth/Speaker: This player is the only one in the group who communicates with the GM/DM and other PCs.
2. Brain/Decision Maker: This player is the one who makes all decisions. Of course the Brain can consult other students within the group, but they are the one with the final decision.
3. Reader/Character Tracker: This player reads all cards given to the PCs and also keeps track of the character sheet.
4. Dice roller: Dice roller can be given to a student who thinks English is challenging or can be rotated between the other students in the group.

Each PC has a D20 and a D4 (20-sided die and 4-sided die)

I have a class of 25 and there are 8 PCs, where most groups are 3 and one group consist of 2 and another of 4 students.

On screen there are Canva slides that aid the story telling and battlemaps for the battle.

I am fortunate enough to have screens that also can be drawn on.

The story arc can be read out and each part of the story is written under each slide title - see story arc and canva attachment.

Character sheet

Choosing class - see Class Sheet Guide

Students start by picking their class. Tell students that this is their "job". Their job decides what they are good at, how strong, dexterous and intelligent/wise they are. This also decides what types of weapons they have and what their attacks are.

Fighter: More brawns than brains. Would attack first and think later. Very strong.

Rogue: Sneaky and likes to hide in the shadows, stabbing people in the back. Therefore not strong, however quick and very dexterous.

Wizard: Powerful in magic, but not strong or fast. Very intelligent/wise. Good at standing in the back and shooting at range.

Bard: Good all around character, quick and usually assists other characters in the battle.

Ranger: Dexterous and skilled ranged fighter. More intelligent than a fighter and rather quick.

Druid: Similar to wizard, however has Beast Form. Druid can transform into a medium sized four-legged animal (ranging between cat to a brown bear). This gives the Druid different stats

Strength: 4

Dex: 2

Int/Wis: 0

Speed: 3

Armour: 9

Druid cannot use any other spell whilst transformed. Beastform lasts 3 rounds and then returns to original form.

Once students have chosen a class, students fill out the character sheet with the information they can see.

Choosing race - see Race Sheet Guide

Races do not give extra stats to the PCs, as we wish to keep it as simple as possible, however it aids in imagining the PC you have and what they would act and say. Also aids when making a character description. This is vital for session 0.

Health

Each PC has 5 hearts as HP (health points or hit points) no matter class or race. In battle when an enemy strikes the PC loses hearts. Small enemies (goblins and such) damage 0,5 hearts per strike, medium (gnolls, liches) 1 heart per strike, large (demon) 1,5 hearts per strike.

Spell Slots

Magical characters have 3 spell slots. This means that during battle they can only use magic 3 times. Then a PC must rest (sit one round of battle out or help other PCs in alternative ways) to regain their spell slots. This is due to the fact that the magic can be overpowered.

Attacks - See Attack, Defense and Spell Sheet Guide + Handouts.

Each PC gets 3 forms of battle actions. It can be:

1. Melee (m)
2. Ranged (r)
3. Spell (s)
4. Defense (d)

In Handouts there are small descriptions you can cut out and give to PCs. Here students can see what their attack does and what they should roll and add to their roll.

E.g:

Strong Attack: With your sword you slash your enemy. Roll + Strength.

This means that students roll their D20 and add their Strength modifier to the roll.

Battlemap symbol

Students need to draw a battlemap symbol in order to distinguish who is who on the battlemap. Enemies go by number or colour, depending on preference. The symbol must be easy enough to draw quickly. So a battlemap symbol could be a square, a triangle or something simple like that.

Currency

Currency is given to the students by the DM throughout the storyline.

Session 0 - important but in time crunch can be skipped. This takes 2-3 lessons depending on your students.

It is important to get everyone to imagine the world they are playing and feel a connection to their character. This makes this more authentic. Therefore they need a character description.

In my classes I got students to write about the PC and used it as a short essay. Each student wrote their own essay but of course agreed upon the characters appearance, personality and life as a group. This also gave me an opportunity to get to know the characters that they were playing and also aid in storytelling.

Running the game

Rules

- Do not split the party - you will kill your PC
- It is about story telling NOT winning - winning is a perk
- Help each other

DMs role

As a DM it is your aim to be the storyteller and control the NPCs (Non-Playing Characters). Also to encourage students to speak as much English as possible. Students must be challenged in decisions and battle, however, we want to keep the PCs alive. Fudge dice if necessary behind the DM screen. Unforeseen story bits are encouraged, so PCs who do something unexpected and if it also aids the story line, then you must be able to improvise and add it to the story. IF students choose to do something that hinders the story line, as hitting another PC, discard their action and you can give a penalty such as loosing a heart.

Story Arc and Difficulty Challenge Rating (DC)

The story revolves around a missing light orb and relic that a village had, given to them by the Sun God Pelor. A demon named Noxar seems to have stolen it and using it to become all powerful. PCs must venture through different terrain and go through challenges to get to Noxar and battle him.

Each part of the story is connected to a slide. The slide number is above the description for that slide. When describing a challenge or a setting students might describe a scenario that I have not thought of. Therefore if there is something that is not described you as DM must decide how hard or easy the challenge must be.

E.g. crossing the river, one of my students wanted to jump on a stone rather than jumping from one part of the broken bridge to the other. As I had not thought of this I decided that the DC should be slightly higher than jumping the bridge as the target is smaller and would be wet. I would not tell how easy or hard each challenge is. This makes the story more exciting and believable .

All DCs are determined and rolled with a DC20. In DnD in general the challenge rating is this:

Difficulty	Roll D20
Easy	10
Normal	12

Hard	15
Very Hard	18

Example of challenge

PC1: I would like to jump from the bridge to the stone.

DM: Good, then please roll your D20 and add your dexterity.

PC1: I rolled a 13 and my strength is 2 - so 15.

DM: Your character gracefully jumps from the bridge and lands on the stone. Well done.

Battle

The turn order is

1. All PCs have their turn
2. All enemies have their turn

Speed and movement

A PCs speed across a battlemat is seen as squares. 1 square = 1 speed. If a PC has speed 5 then that means that they can move 5 squares. It is a good idea to place PCs and NPCs relatively close to each other, so that they do not use the majority of the game on moving. A PC or NPC can only move linear – horizontal or vertical. They cannot move diagonally.

PCs turn

In a turn a PC has two actions; move and attack. If a PC does not attack they can move twice their speed and if a PC does not move they can attack twice. They can also help another PC e.g. pick up an arrow or dagger and give to another PC but this costs either a move or attack action.

We want students to interact with enemies and each other as much as possible in English.

Therefore the following setup is used by me. It will be awkward and students will be unsure first, however they will pick it up fast.

1. Students in their groups have 1 minute to decide what they would like to do.
2. All mouths/speakers gather in one big group and now have 2 minutes to figure out what each plan is and if they want to change something. Also deciding who goes first. Get students to describe WHAT they want to do and HOW. E.g. using my bow and arrow I want to shoot goblin number 3 and hurting him.
3. The PCs now take turns in describing what to do and how.

Enemies turn

When it is the enemies turn, try to remember who attacked them during the PCs turn. They would want to retaliate. The stats for each enemy is in the DM sheet. Describe well what the enemies want to do and how. This also encourages students to speak in detail.

Alternatives to battle

Sometimes students or players think of alternative ways to get what they want without killing them. This is by being persuasive or intimidating. There are no persuasion or intimidating modifiers, however if a student wants to persuade someone, they must actually persuade or intimidate the DM's NPC by addressing the NPC and talking. Then it is up to the DM to assess how well it went. It usually goes well ;)

Posters

I have put up posters with the rules and some helpful phrases to aid students in speaking:

I want to

Can I try to

We decide to

My character wants to...

We agree to...

I think this is dangerous because...

Can you help us?

If you have any further questions, please contact me and I will aid as much as I can. Also good luck and GGs