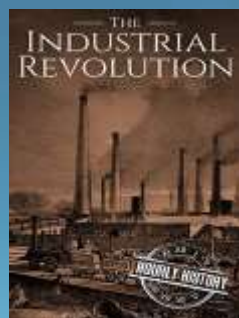




Integrated Content and Language via a Unified Digital Environment

From the First industrial Revolution to the ICT Empowering the European Citizenship and discovering Europe through CLIL



Our Goals

Starting from the Industrial Revolutions in Europe we aim to gain awareness of the importance of technology.

This is the reason why we decided to create a game based on the television game show *“Who wants to be a millionaire?”*

There will be a series of questions and your goal is to choose the correct answer and reach the top!

Our will be an interactive game, where you can test yourself and your classmates and learn more about the Industrial Revolution.

Step 1

We started by searching on Google.

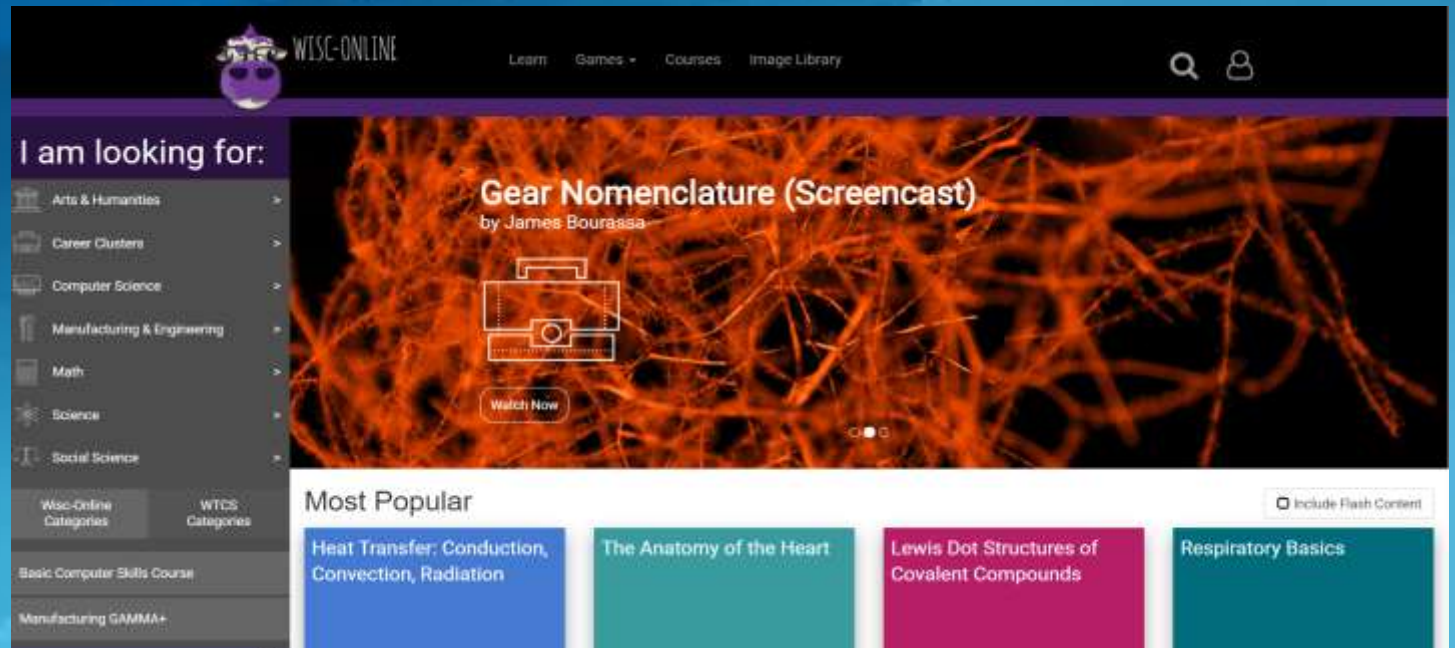
We made a research in order to find a website useful for the creation of an interactive game.

We found this website <https://www.wisc-online.com/>

The Wisc-Online open educational resource library contains over 2800 learning objects that are freely accessible to teachers and students at no cost and under a Creative Commons license for use in any classroom or online application.

This website only requires the subscription to create a game.

This is the website →



Step 2

The website offers many game templates but we decided to create a game based on the television game show “*Who wants to be ae millionaire?*”

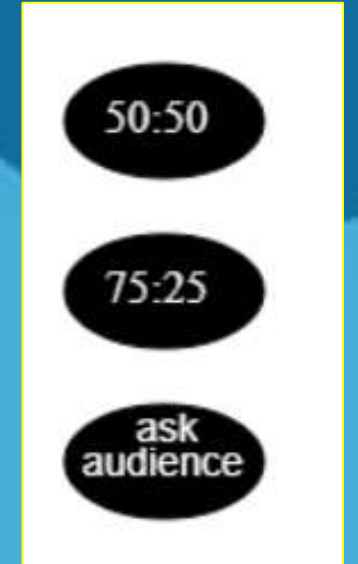
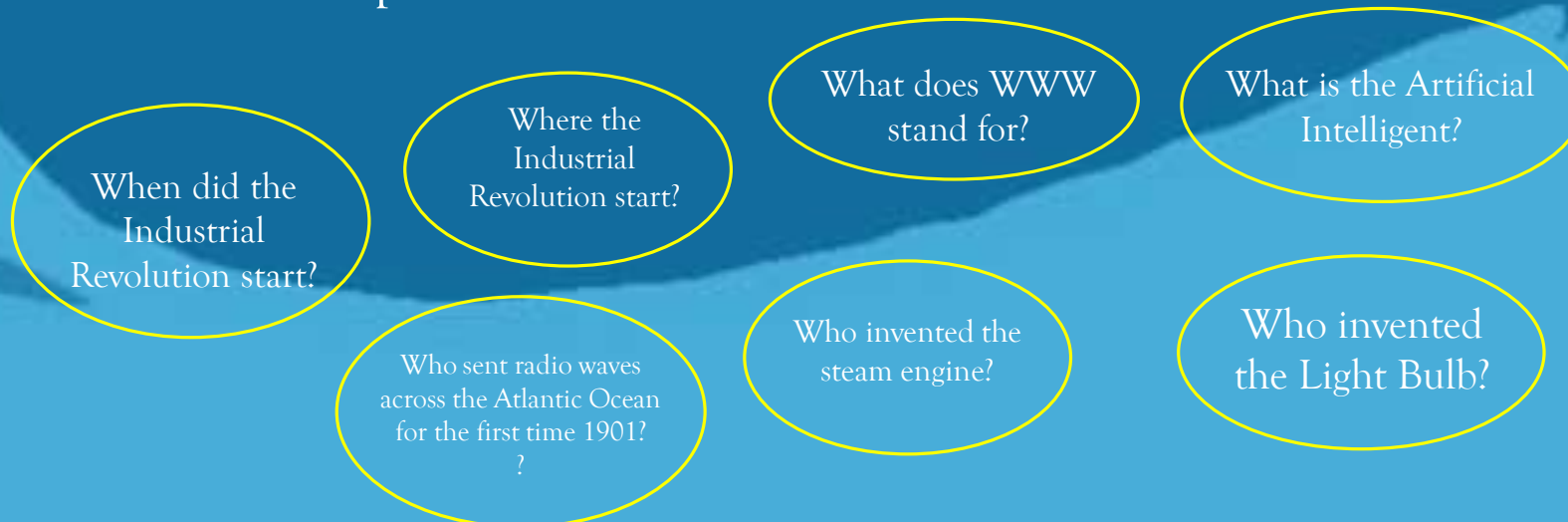
The game, as the television game, includes a series of help options:

- 1)50:50: it simply removes two incorrect answers at random. This leaves players with much better odds if they have no idea but still want to hazard a guess.
- 2)75:25: it simply removes 3 incorrect answers and then leaving the correct one.
- 3) Ask Audience

The name of the game we chose is; “who wants to be a Revolutionaire?”

Before creating the game we made a list of questions.

Here are some examples:



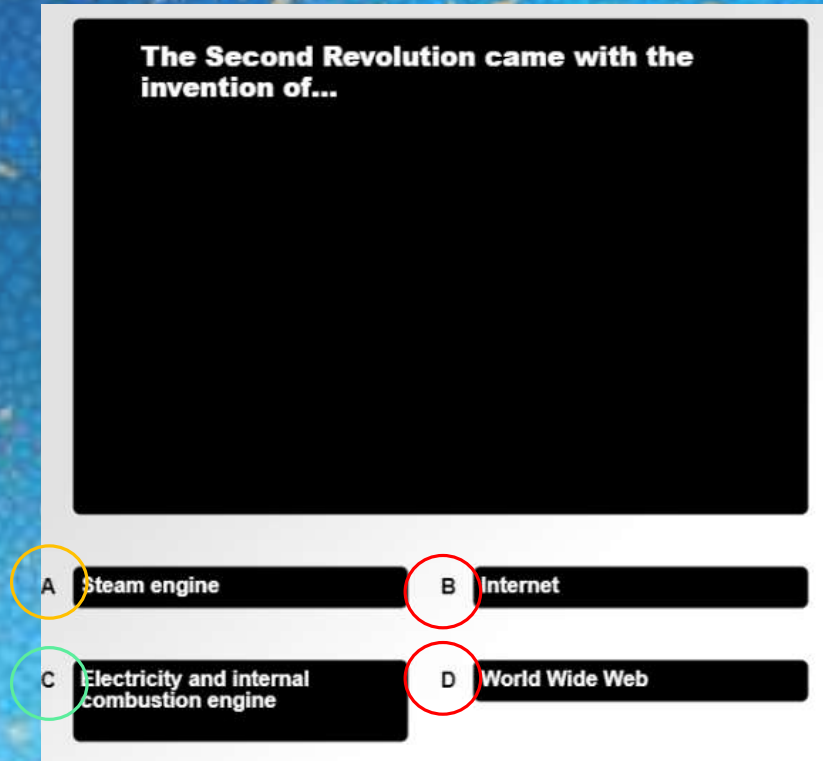
Step 3

Beside the correct answer, we added other options:

- 1) Two answers are completely wrong
- 2) One is quite similar to the correct answer but it is a distractor

This is why the player needs to pay attention while playing the game!

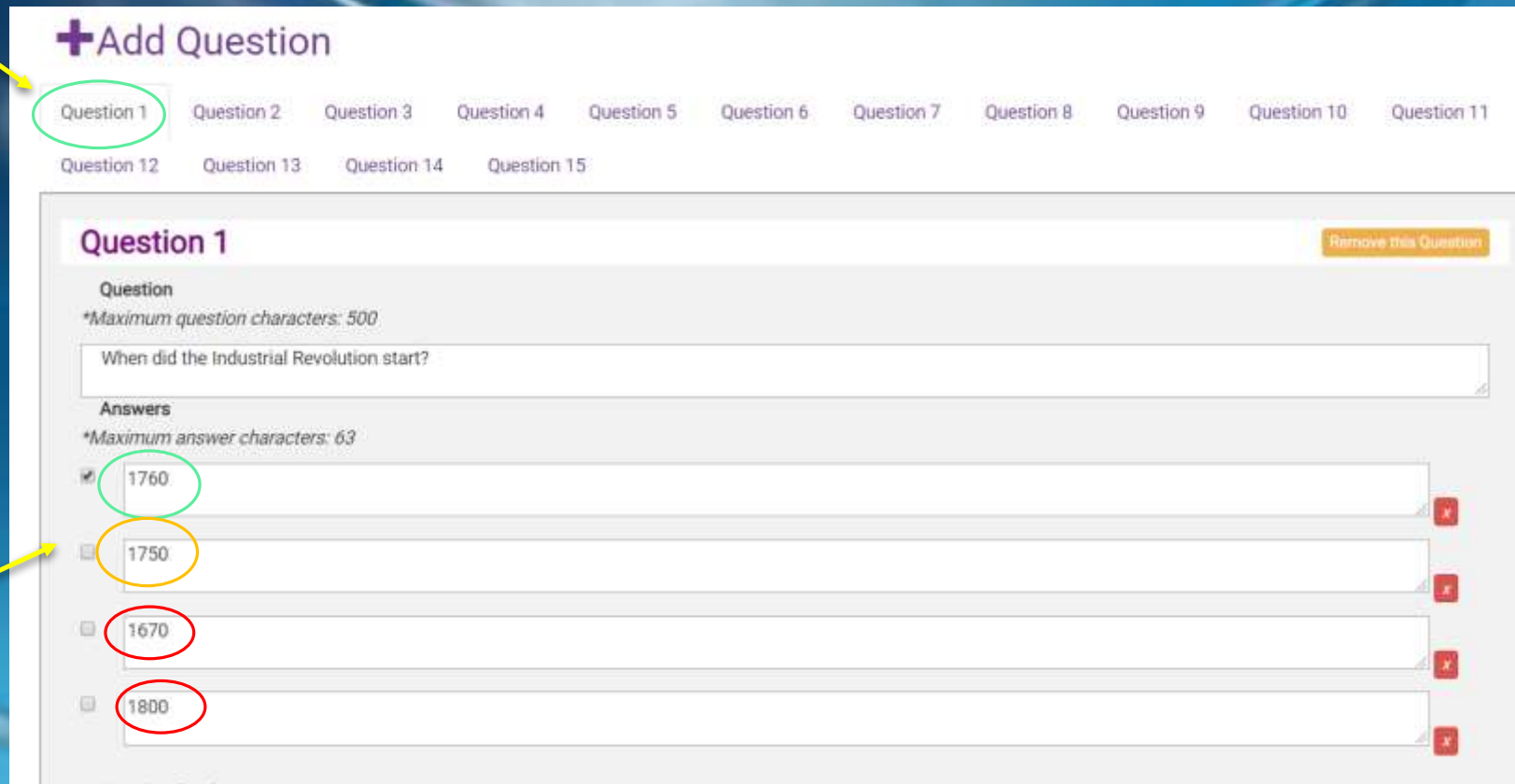
- ☐ Correct Answer
- ☐ Wrong Answer
- ☐ Wrong Answer
- ☐ Distractor



Step 4

We filled the template with the questions and answers

Here we put the question



The screenshot shows a web interface for adding a question. At the top, there's a purple header with a plus icon and the text '+Add Question'. Below this is a horizontal list of tabs labeled 'Question 1' through 'Question 15'. 'Question 1' is selected and circled in green. A yellow arrow points from the text 'Here we put the question' to this tab. The main content area for 'Question 1' has a title 'Question 1' and a 'Remove this Question' button. Below the title is a 'Question' section with a text input field containing 'When did the Industrial Revolution start?'. Underneath is an 'Answers' section with a note '*Maximum answer characters: 63'. It contains four multiple-choice options, each with a checkbox and a text input field. The first option is checked and its value '1760' is circled in green. The other three options are '1750', '1670', and '1800', each circled in a different color (yellow, red, and red respectively). A yellow arrow points from the text 'Here we put the answers' to the first answer option.

+Add Question

Question 1 Question 2 Question 3 Question 4 Question 5 Question 6 Question 7 Question 8 Question 9 Question 10 Question 11
Question 12 Question 13 Question 14 Question 15

Question 1 Remove this Question

Question
*Maximum question characters: 500
When did the Industrial Revolution start?

Answers
*Maximum answer characters: 63

☒ 1760 ☐ 1750 ☐ 1670 ☐ 1800

Here we put the answers

Step 5

Question 1 Question 2 Question 3 Question 4 Question 5 Question 6 Question 7 Question 8 Question 9 Question 10 Question 11
Question 12 Question 13 Question 14 Question 15

Question 1 [Remove this Question](#)

Question
*Maximum question characters: 500.
When did the Industrial Revolution start?

Answers
*Maximum answer characters: 63.

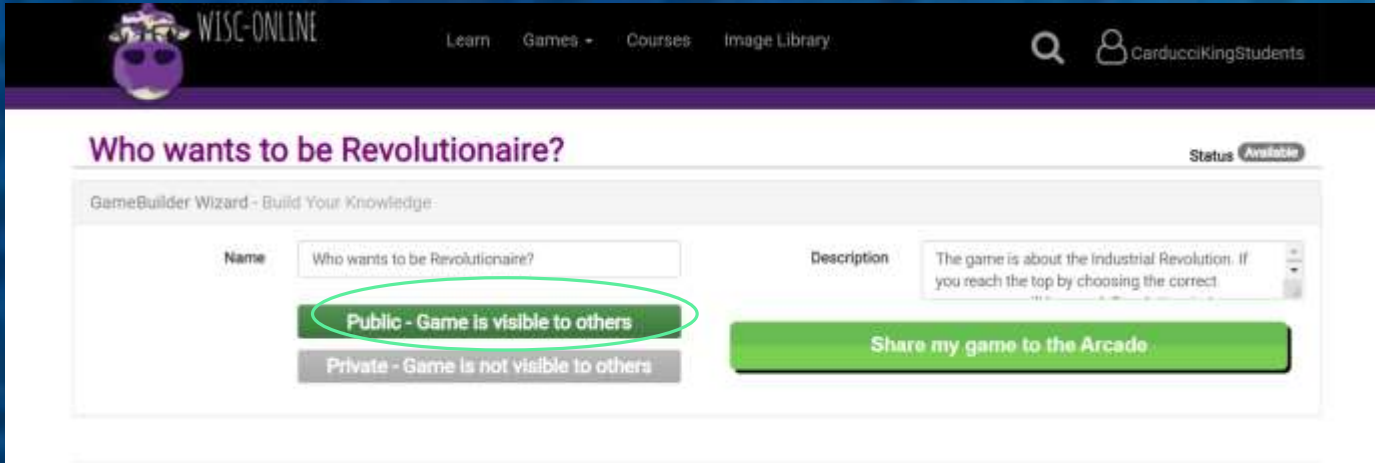
☒ 1760 ☐ 1750 ☐ 1670 ☐ 1800

User Feedback
*Maximum feedback characters: 88
Optional

Save and Continue Building Or **I am Done**

Once the template is complete, we
clicked on «I AM DONE»
We created the game!

Step 6



The screenshot shows the WISC-ONLINE GameBuilder Wizard interface. At the top, there is a navigation bar with links for Learn, Games, Courses, and Image Library, along with a search icon and a user profile icon labeled 'CarducciKingStudents'. The main title of the game is 'Who wants to be Revolutionaire?'. Below the title, there is a 'Status' button labeled 'Available'. The 'Name' field contains 'Who wants to be Revolutionaire?'. The 'Description' field contains 'The game is about the Industrial Revolution. If you reach the top by choosing the correct...'. There are two radio buttons for visibility: 'Public - Game is visible to others' (which is selected and circled in green) and 'Private - Game is not visible to others'. A green button labeled 'Share my game to the Arcade' is also visible.

Once the game is created, we clicked the button in the circle, and made it public!

If you want to play the game, just click on the following link: <https://www.wisc-online.com/users/carduccikingstudents/games/74124/who-wants-to-be-a-revolutionaire>

Have fun! (and Learn!)