

Ambassador Overview – Exitspiel

A five-piece group from UK is poised to win Das Supertalent! The other finalists don't think a British group should win as they know nothing about German language and culture, so they lock them in dressing room. If the UK group doesn't get to the stage within 40 minutes, they will be declared disqualified. To get out of the room they must solve puzzles to show their ability in German, get the code to unlock the door and make it to the stage. The puzzles have been set by the other contestants but only one has deliberately locked them in the dressing room.

Resources

- PowerPoint presentation (includes video links to intro to Supertalent & Leuchtturm by Nena)
- Five challenge activity sheets
- Information sheet All Flags Europe
- Leuchtturm by Nena. https://www.youtube.com/watch?v=sVz-ugOE_Tc – Audio only version (= included in slide)
- Sheet for entering solution and recording time
- Dictionaries, vocab sheet (Knowledge organiser)

Pupils have 40 minutes in their team to work through the five activities and solve the puzzles. Each puzzle will give them a code which they will need to see if they can unlock the door.

After each section, students can check if their code is correct via this form:

<https://forms.gle/3a5jHkZK6eYBe8fH9>

Notes for each task

Starter

Use PowerPoint presentation to set the scene with pupils. Slide 3 has a link to the intro of *Das Supertalent* Make sur they understand the scenario and how much time they have to solve the puzzles.

Then hand out the vocab sheet, the solution sheet and the sheet for the first task, Jan Jongleur.

START THE TIMER. THEY HAVE 40 MINUTES MAX. You can use

<https://timer.onlineclock.net/>

Students should try and work out what to do for each task via the German instructions on their worksheets first. If they really struggle to understand what to do, you can help them.

Jan Jongleur

- Pupils solve each of the anagrams, fit the words into the crossword grid. The solution gives them the number as a word which they need to convert to a figure.

You can check if the code is right via this google form: <https://forms.gle/3a5jHkZK6eYBe8fH9>

Maia Mauermaler

- Starting from the provided decoding of the word DAS RESTAURANT, pupils have to work out the code, filling in the alphabet chart as they go.
- If they get stuck, advise them to fill in the alphabet chart with all the letters they already know. They can then start on the coded words by filling in the known letters first. Then look for: short words – can they work out the missing letter(s)? Double letters – can they work out those?
- At the end they have to work out the number code (if they are smart they will realize that they don't need all letters of the alphabet/all coded words to work out the number code) The solution gives them the number as a word which they need to convert to a figure.

Check the code via the google form

Florian Fahne

- Using the information sheet, pupils demonstrate understanding of shapes and nationalities by choosing true/false answers and attributing points as directed.
- The Knowledge Organiser (Vokabeln) is provided as point of reference for support.

Check the code via the google form

Nena Nett-Aberschuldig (Listening Activity)

- Pupils listen to the song (link in ppt) and complete missing words from the transcript. The solution gives them the number as a word which they need to convert to a figure. Make sure they record the letters in the right order!
- If they really struggle, give them the easier version of the worksheet. This has some letters pre-filled.

Check the code via the google form

Zarah Zauberin

- Pupils work out the numerical puzzles involving card suits.
- Pupils without access to dictionaries may need some support with card suits to proceed

Check the code via the google form

STOP THE TIMER AND RECORD HOW LONG IT TOOK THEM ON THE SOLUTION SHEET.

If you still have time in the session:

Give them the Extension activity: They have to work out which contestant locked them in: There are no additional clues for this. They have to realize that the characters have telling names. Don't help them too much with this – say that the candidates' descriptions give them all they need to work it out.