

Knights of the European Grail

Expansion pack: Italy



This is the second Expansion pack for solo players/learners.

The others are:

1. Portugal
- 3 Spain
4. France
5. Germany
6. Great Britain



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The KEG game – Quick start guide

This game is only playable on Apple (iOS) and Android mobile devices (e.g. smartphones or tablets). It can be downloaded through the App Store and Google Play Store for free.

Installation instructions are here: <https://www.goethe.de/prj/keg/en/pro.html>

In this point and click adventure game, you will explore mediaeval Europe in the roles of our two protagonists, Richard and Artemisia. They are travelling on missions spanning from Porto to Cologne. Richard's main goal is to find out more about a mysterious group called the Arthurian Knights, while Artemisia dreams of being an international tradeswoman. You will help them solve problems and navigate delicate situations.

- There are language learning mini-games within the game which will test your knowledge. These games are used in situations where different outcomes are possible, e.g. if you need information from another character, and you can try the mini-games as often as you want.
- You can also access the 5 different mini-games directly through the **main menu**. Tap the "Mini-games" button and choose the type of game that you would like to play. Each type has a different language learning approach.
- In the storyline of the main game, you have conversations with other characters and you need to pick the correct option to get what you want. The correct dialogue choice might be something like your tone (politeness etc.), as well as the words you choose.
- While playing through the storyline, you will encounter new game systems. These will have an **in-game tutorial** with visuals that will explain the new elements in detail.
- Reference book: Tapping a **blue word** in a text will open a small window with a translation into English, German, Spanish, Italian, Portuguese, French. This is usually for more unusual vocabulary, or for cultural and historical explanations.
- There is a 'save game' feature. You can create a manual save in the settings, which you can access at the top left hand side of the screen. You can then use this manual save through the 'load game' option in the main menu to continue playing where you left off.



Introduction

The challenges in this Expansion Pack are suitable when you have played through the related part of the game, which starts in **Portugal** and ends in **Great Britain**.

At the time of launch, the Expansion Packs are provided in English and the language of the pack (French for France, etc.) We hope, over time, to create all six packs in all six languages of the KEG project so that you can use bilingual texts – one for the language you are learning and one for your own language to support you.

The KEG game is for players to practise understanding languages as they play; you don't need to translate everything to understand!

They are intended to expand your knowledge of the geographical, historical and cultural background in the European countries visited by the characters in the game, to stimulate your curiosity, and challenge you **to research and produce your own texts in a language you are learning**.

You might like to show work you have completed to your teacher, if you have one, or to someone else, or keep it in your portfolio. Alternatively you might wish to share your work digitally. If so, do stay safe online and do not share private information.

<https://digital-strategy.ec.europa.eu/en/policies/online-privacy>

<https://www.bbc.com/ownit/the-basics/8-tips-for-staying-safe-online?collection=staying-safe>

Share your discoveries with others, using **#KEGRAIL!**

The challenges suggest links to help you find more information, sometimes with simplified language, and often with video or graphic support so that you do not need to understand or translate every word.

If, while using the Internet for research tasks, you do need to use a translation support tool, you could try <https://www.deepl.com/en/translator>

Treat translation tools carefully, as they cannot always be fully accurate.

This is one of the earliest historical maps of the Italian peninsula (ink and colour on parchment by Nicolaus Germanus). As it is based on Ptolemy's Geography, written a thousand years earlier, it has anachronistic (1) names of cities that existed in the days of the Roman Empire.

Anachronistic: describes something which is not in its right time period.

It concerns the 13th century, the period in which the KEG game is set.



Challenge 1. The ancient map is not up to today's cartographic standards. Compare it with the blank map of present-day Italy: <https://www.igmi.org/it/chi-siamo/igm-dei-piccoli/italia-cartina-muta> with the help of the list of place names at <https://www.igmi.org/it/chi-siamo/igm-dei-piccoli/principali-toponimi-italiani>

Colour in the region of Tuscany, where the episode of the KEG game in Italy is set.

Write in the missing letters to complete the names of regions and seas.

Enter the names of the regional capitals.

Identify where the four islands are: Elba, Ischia, Lampedusa, Pantelleria.

Mark the following rivers: Adige, Arno, Po, Tevere.

Enter the names of the following lakes: Lake Bolsena, Lake Garda, Lake Trasimeno.

Look for a mistake by the cartographer!

You can learn more about the History of Italy at this link https://www.wikiwand.com/it/Storia_d%27Italia

Time travel

Challenge 2

The world then and now. The KEG game is set in the year 1250. Below, from Wikipedia, are some facts about that year. Your challenge is to use your general knowledge, or research, to write alongside them some similar facts about the current year in Europe.

In 1250	Now
The world population is estimated at between 400 and 416 million individuals.	
<u>Frederick II, Holy Roman Emperor</u> dies	
In Italy Age of the <u>Communes</u>	
In Italy <u>Guelphs and Ghibellines</u> dispute control of cities	
In Italy End of the <u>Lombard League</u>	
The <u>Rialto Bridge</u> in Venice is converted to a permanent, raised wooden structure.	

<https://en.wikipedia.org/wiki/1250>

<https://it.wikipedia.org/wiki/1250>

More here:

https://en.wikipedia.org/wiki/Frederick_II,_Holy_Roman_Emperor

https://it.wikipedia.org/wiki/Guelfi_e_ghibellini

https://en.wikipedia.org/wiki/Guelphs_and_Ghibellines

Challenge 3

Time travel poster. You have seen Florence represented in the game. What does it look like now? Make a digital poster to advertise Florence to young people of your age in the language you are learning.

- Include anything that interests you about this famous site.
- You may also want to include what visitors can do in Florence and surrounding areas.

You could use Canva, AdobeExpress or another professional graphic tool.

<https://www.canva.com/>

<https://www.adobe.com/it/express/create/poster>

Challenge 4

In the Middle Ages the city of Florence was famous for the large number of tower-houses on its skyline; in the 13th century there were about 160 of them and they were up to 70 metres high! Although many of these no longer exist, in the historical centre of the city it is easy to come across this suggestive architectural type that magically takes us back in time to mediaeval Florence.



To give you an idea of how high the towers were and how significant they were in terms of landscape, watch this video on Florence and its tower-houses. <https://youtu.be/IIOXFjb3OL4>

It is in one of these Towers that an important scene of the game is set. Which one?

Challenge 5.

Research the architecture of the Italian Middle Ages to answer the questions below:

<https://www.feelflorence.it/en/node/16855>

<https://sites.google.com/site/firenze3n/gruppo-2/cos-e-una-casa-torre-1>

Who built tower-houses? Why were tower-houses designed as they were? What were they for? Which medieval towers can we still admire today and where?

Draw a tower-house and arrange the following domestic rooms on the various floors: kitchen, dining room, living room, bedroom.

One room is missing - why?

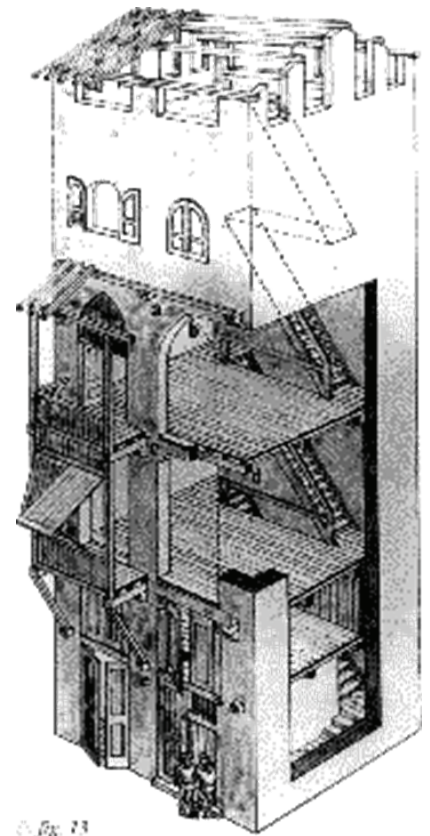
Explore the mediaeval city in 3D,

<https://skfb.ly/6FKTF>

You could make a cardboard visor for an immersive visit. https://arvr.google.com/intl/it_it/cardboard/get-cardboard/

The Torre del Duomo (Cathedral Tower) in Florence was designed by Giotto. You can see the cathedral in 3D at the following link.

<https://skfb.ly/6WNAO>



Just as in the KEG game, the market (4), where crafts and food were sold, is in the very centre of the city of Florence.

Challenge 6.



Which of these popular Italian drinks and foods could you not find at an Italian market in 1250? Why?

Coffee	Pasta	Tomatoes
Tea	Pizza	Bread
Wine	Cake	Olives
Beer	Biscuits	Ham

Make a list in the language you are learning of objects, food and beverages you could find at a mediaeval market in the 13th. Century in the table below, choosing them from the following (and leaving out any not available):

Veal, potatoes, salt, tuna, lamb, frozen fish, cabbage, cheese, dried fish, salami, steel pot, silk cloth, earthenware, ham, lace, carpets, wine, tapestries, lentils, beans, peas, coca cola, chickpeas, hummus, honey, fruit (write names), beer, bottles, knives, gold and silver jewellery, salad, escarole, broccoli.

Objects	Food	Beverages

To learn more:

<http://www.paleani.it/mercato%20medievale/mercatolandia/index.html>

<https://www.taccuinigastrosfici.it/ita/news/contemporanea/antropologia-alimentare/mercato-medievale-e-norme.html>

Challenge 7

How did people dress in the Middle Ages?

Look closely at Brunelleschi's illustrations for the novella "*Nastagio degli Onesti*" by Giovanni Boccaccio.

Write a description in your language of how noble men and women seemed to dress. What are the main colours of the clothing in the banquet scene?



The historical clothing of ordinary people is something that does not survive well, but there is some costume and armour preserved in European museums. Find a variety of such items and make a magazine advertisement as though they were available to buy nowadays – who is the clothing for? What is it made of? What does it cost?

<https://www.historic-uk.com/CultureUK/Medieval-Fashion/>

Challenge 8: Storyboard

Read Boccaccio's novella 'Nastagio degli onesti' from the Decameron

https://www.palumboeditore.it/portals/0/webooks/Isi/v1/LSI_V1_On_LINE_T43.pdf

(A short summary version is available on Wikipedia).

Turn the plot into a comic strip, using this webtool:

<https://www.storyboardthat.com>

Time travel: Arts and Crafts

Challenge 9:

The famous Giotto, an artist born in the Middle Ages revolutionised composition and anticipated the themes and techniques of the Renaissance.

<https://it.wikipedia.org/wiki/Giotto>

The Scrovegni Chapel in Padova is perhaps Giotto's greatest fresco masterpiece.



The walls are covered with scenes from the Christian Bible, because the builder of the Chapel was worried about what would happen to him after his death. Watch the video and write the name of any scenes you recognise.

<https://www.youtube.com/watch?v=n1R7ZPD1PhQ>

If you were asked to design the decoration for an important building nowadays, what scenes would you include to show what is important, or worrying, to people in the modern day?

Challenge 10: The Craft Guilds in Florence

The craft traditions of Florence are part of the city's history, maybe more so than in any other city in the world. From the twelfth century onward, the Florentine craft guilds, the *Corporazioni di Arti e Mestieri*, dominated the city's economic and social organization.

The seven major guilds (*arti maggiori*), five middle guilds (*arti mediane*) and nine minor guilds (*arti minori*) organized the lives of craftspeople.

Research which craftsmen belonged to which the guilds, and identify their shields here.





Certificate

Completed _____ challenges
in the Italy Expansion Pack

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KNIGHTS OF THE EUROPEAN GRAIL

Discover an innovative way of learning 6 of the most widely spoken European languages (English, German, French, Spanish, Italian, and Portuguese)!



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Extra! Get creative!



Fantastic animals appear in many tales set in the Middle Ages, in sculpture, in paintings, and in manuscripts, especially 'bestiaries'.

This sculpted griffin from the 13th century is in Perugia.



A common fantastic animal is the dragon.

This one dates from 1260 and is in MS Harley 3244 in the British Library.

Create a dragon in the Metaverse, using an AI drawing programme such as

<https://midjourney.gitbook.io/docs/#create-your-first-image>

You will have to choose some keywords to enter and the programme will generate your design. For this image we used: *Rainbow dragon, small head, coloured wings, hyperrealism.*

You could also use usual traditional tools and designs. Get inspiration from:

<https://www.abdn.ac.uk/bestiary/ms24>

Give your creature a name and describe its habits, its food, its environment and behaviour.



Share it, if you can, on Social Media with #KEGRAIL.

Read more about Bestiaries here:

<https://www.bl.uk/catalogues/illuminatedmanuscripts/TourBestiaryEnglish.asp>

<https://clg-lejoncheray.sarthe.e-lyco.fr/wp-content/uploads/sites/44/2021/02/bestiaire1.pdf>

<https://en.wikipedia.org/wiki/Bestiary>