Universidad Isabel I

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AMEC EDICIONES

THE ALLIANCE VS THE ORDER OF MONOLINGUA

A GAMIFIED EXPERIENCE FOR MULTILINGUAL STUDENTS



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The Alliance vs. The Order of Monolingua

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OVERVIEW

Originally designed for the context of a Blended Intensive Programme (BIP), the gamified experience “The Alliance vs The Order of Monolingua” is a multimodal learning journey in which students (bipsters) critically explore language ideologies through play, narrative, and creative production. It combines 5 online missions where students act as “Alliance agents” investigating and resisting Monolingua’s monolingual policies, with 2 in-between missions where participants start working in guilds, and 3 in-person missions that include icebreaker games, collaborative tasks, and observations of real multilingual practices. Throughout the process, students collect stories, reflections, and visual material that feed into the creation of a collective zine responding to Monolingua’s discourse. The experience culminates in a final presentation where students present their zines in front of a Council to explain their design choices and connect their critical insights to wider debates on multilingualism and language policy.

These materials are designed as flexible pedagogical resources and can be adapted to different multilingual contexts, age groups, and institutional settings, depending on the languages and experiences of the students involved.

STORYLINE

A shadowy group, known as The Order of Monolingua, has begun to rise in Europe.
Their vision is unsettling:
“One Europe. One language. One way of thinking.
Education without questions. Communication without complexity.
Diversity without difference.”

They believe multiple languages are a problem to be solved, not a richness to be protected. They dream of schools where one “neutral” language is imposed, accents are corrected into silence, and any curriculum that encourages critical thinking, questioning, or intercultural dialogue is quietly rewritten.

Their tools are subtle:

- policies that reward only one language in schools and institutions
- media messages that mock accents or “non-standard” varieties
- technologies that translate everything into a single, dominant code
- narratives that present multilingualism as confusing, inefficient, or risky

Most people don’t notice. Some even applaud. After all, isn’t it “easier” if everyone just speaks the same?
You, however, have not joined this BIP by accident.
You have been invited to join a network of student guilds: small, international teams of language guardians, critical educators, and social connectors. Your mission is not just to study language, education, and society; it is to use them as tools to resist The Order of Monolingua.

Each session you attend, each discussion you join, each small activity you complete will be a mission step: a clue, a tool, or a test that strengthens your guild.

You will collect:
knowledge about language and society
stories from different national and linguistic contexts
strategies for teaching, learning, and collaborating across languages
evidence that multilingual, critical education does not weaken Europe—it makes it more just, more innovative, and more humane

The Order of Monolingua will not simply watch. Their influence will appear in stereotypes you will have to challenge, in “common-sense” arguments you will have to question, and in decisions where efficiency and control are used as excuses to limit diversity and debate.



By the end of this BIP, your guild will be asked to propose a concrete intervention: a project, activity, resource, policy idea, or initiative that could exist in the real world and that protects and promotes multilingual, inclusive education and social interaction.
You will present it as if you were standing in front of a European council where members of The Order are still whispering in the background:

- Can you show that multilingualism is not a barrier, but a resource?
- Can you design learning experiences that invite students to think, question, and co-create instead of just repeat?
- Can you build bridges across languages, disciplines, and borders instead of reinforcing walls?

In this mission, you are not a passive participant. Each question you ask, each idea you share, each language you bring into the room changes what this community can see and imagine.
Your guild is waiting.
Your missions are about to begin.

YOUR ROLES

VISIONARY LINGUISTS

You are the ears and voice of your team.

You and your guild listen to the nuances: accents, registers, varieties, languages that are invisible in form but very present in corridors. You understand how codes change when we move from the classroom to social media, from paper to screen.

- You detect where languages are silenced and how they can be brought back into use.
- You design creative ways to use multiple languages, digital codes, and intercultural mediation to connect people who normally do not hear each other.
- You translate not only words, but also perspectives, emotions, and expectations between different groups.

Without the Visionary Linguists, the Order of Monolingua controls the discourse without resistance: no one questions why only one language is considered “normal.”

EDUCATORS OF THE FUTURE

You are the architect of learning in your team.

You and your guild imagine what classrooms, workshops, platforms, and educational practices could look like if they truly took linguistic diversity and social justice seriously.

- You transform ideas into concrete pedagogical proposals: activities, projects, resources, and learning environments.
- You make sure that these proposals are inclusive, engaging, and evidence-based, not just good intentions.
- You design experiences that invite critical thinking, collaboration, and the use of multiple languages as a resource, not as a problem.

Without the Educators of the Future, resistance remains at the level of discourse: no one changes how teaching and learning actually happen.

SOCIAL ANALYSTS

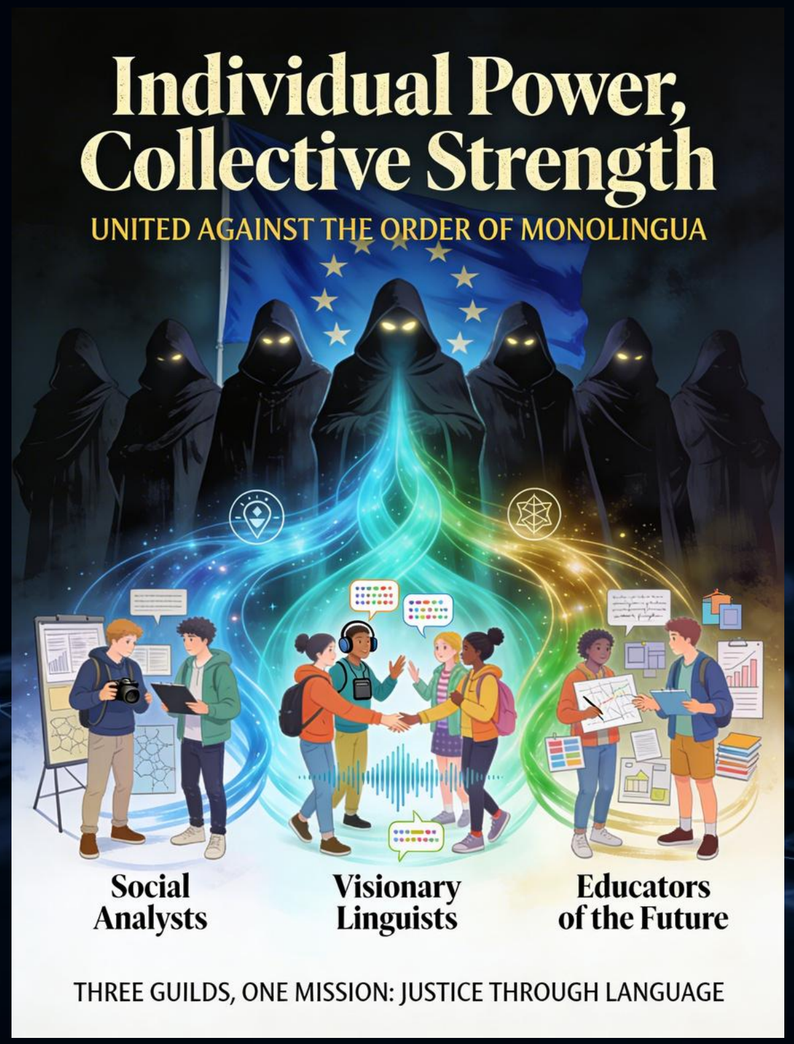
You are the critical eye of your team.

You and your guild observe what others miss: who speaks and who does not, who has a voice in decisions, which inequalities are reproduced in schools, media, policies, and streets.

- You identify inequalities, social structures, and cultural conflicts that give strength to the Order of Monolingua.
- You connect concrete cases with broader processes: history, power, migration, social class, gender, racism, nationalisms.
- You propose solutions that do not simply “cover up” problems, but address the mechanisms that create them.

Without the Social Analysts, the Order of Monolingua can present itself as “neutral” and “rational,” hiding the interests and inequalities that sustain it.

YOUR ROLES



Each role has unique competences, but no team can solve the missions on its own:

- Visionary Linguists can detect patterns and craft powerful messages… but they need Educators of the Future to turn them into real learning experiences and Social Analysts to place them in context.
- Educators of the Future can design innovative pedagogies… but without the linguistic sensitivity of the Visionaries and the critical insight of the Analysts, they risk reproducing the same inequalities with nicer language.
- Social Analysts can reveal structures and inequalities… but they need the communicative creativity of the Visionaries and the pedagogical tools of the Educators to turn that diagnosis into concrete change.

Your main role gives you a special responsibility within the alliance. What you bring, no one else can bring in the same way.

Without your voice, your guild and this BIP are incomplete.

XP, EP AND BADGES



During this programme you will be able to earn three types of rewards:

- Experience Points (XP) for completing the 10 missions.
- Engagement points (EP) for being an active participant in the presentations and workshops.
- Badges for collaborative work with your guild.

The more points and badges you gather, the more chances you´ll have be the winner of a final prize!

Mission/ Level	XPs	Badge	Total points	
Online			**Missions**	**Engagement**
1: Entering the Alliance Monday, May 4 **Level 1**	**10** XP for your personal introduction **5** XP for a short story	---	15 XP	10 EP per presentation (Max 20 EP)
2: You are not alone Tuesday, May 5 **Level 1**	**15** XP for your personal comment on another Bipster's introduction **2** XP for each thoughtful reaction to a short story	---	Max 30 XP	10 EP per presentation (Max 30 EP)
3: Traces of the Order Wednesday, May 6 **Level 2**	**10** XP for a complete description + explanation **5** XP for including a picture complementing the description and explanation	---	15 XP	10 EP per presentation (Max 30 EP)
4: Imagining change Thursday, May 7 **Level 2**	**15** XP for your idea post **2** XP for each reaction to others	---	Max 30 XP	10 EP per presentation (Max 30 EP)
5: Forming the Guilds Friday, May 8 **Level 2**	**10** XP for fully completing the questionnaire	---	10 XP	10 EP per presentation (Max 30 EP)
In-between			**Total: 100**	**Total: 140**
6: Unmasking the Order May 11 – 17 **Level 3**	---	Order unmasked	---	---
7: Designing the counter-spell May 18 – 24 **Level 3**	**10** XP per student for commenting and suggesting in the gallery walk	Counter-spell forged	10	---
In-person				
8: Scavenger Hunt Monday, May 25 **Level 4**	**10** XP per student participating	Stronghold Scouts of the Alliance	10 XP	10 EP per presentation (Max 20 EP)
Tuesday, May 26 **Level 4**	---	---	---	10 EP per presentation (Max 30 EP)
9: Testing in the field and shaping your Zine Wednesday, May 27 **Level 4**	---	Field-Test Alchemists	---	10 EP per presentation (Max 30 EP)
Thursday, May 28 **Level 4**	---	---	---	10 EP per presentation (Max 30 EP)
10: A proposal to the Council of Burgos City Friday May 29 **Level 5**	**10** XP per student for the final presentation **20** XP individual reflection	Zine of the Alliance	30 XP	---
			Total: 50	**Total: 110**
			150	**250**

MISSIONS

MISSION 1

ENTERING THE ALLIANCE



Welcome to your first mission!
The Order of Monolingua wants students to stay silent about their stories and languages.
Today you officially join the Alliance by sharing your story and listening to others. Your knowledge and voice help us see how language, education, and society are connected.

YOUR TASK

Create a new post in this forum and answer:

1. Who are you? (name, study programme, home university/country)
2. Which languages do you use in your daily life?
   - at home
   - in your studies
   - socially / online
3. Tell one short story (3–5 lines): a moment when language helped you or blocked you in education or social life.

Every story you share becomes part of the Alliance's map of language, education, and society.

XP FOR THIS MISSION

10 XP for your personal introduction
5 XP for a short story

MISSION 2

YOU ARE NOT ALONE!



Welcome to your second mission!
The Order of Monolingua wants you to believe you are isolated in your experience.
Today you will interact with the other members of the Alliance by reading their introductions and stories. Your comments will create connections and bonds with the Bipsters with whom you will be collaborating in guilds.

YOUR TASK

1. Read several introductions from other Bipsters.
2. Comment on the other Bipsters´ introductions (What connections or similarities do you see with your own background? What differences do you find interesting?
3. React to their short stories (2-3 lines) and express how they relate to language, education, and society.

Your comments and reactions are the first bridges between future guild members.

XP FOR THIS MISSION

15 XP for your personal comment on another Bipster's introduction

2 XP for each thoughtful reaction to a short story

MISSION 3

TRACES OF THE ORDER



Third mission!
The Order of Monolingua does not act the same way everywhere.
Today you bring local knowledge into the Alliance and train your understanding of how the Order of Monolingua might influence language, education, and society in everyday lives.

YOUR TASK

Write a short text (about 5–10 lines) or record a short audio (30 seconds– 1 minute) where you:

1. Describe one situation in your country or region where language, education, and society clearly interact or clash. For example:
   - a bilingual or multilingual school programme
   - a language test for access to studies or jobs
   - how a local dialect/variety is treated in schools
   - education for migrants or refugees
2. Explain why this situation is important or controversial.
   a. Who is affected?
   b. What are the main tensions, debates, or opportunities?
   c. Can you see any traces of the Order of Monolingua (pressure towards one language, negative views of diversity, lack of critical thinking, etc.)?

Optionally, you may include one picture that helps illustrate your situation.

XP FOR THIS MISSION

10 XP for a complete description + explanation
5 XP for including a picture complementing the description and explanation

MISSION 4

IMAGINING CHANGE



This is your fourth mission!
The Order of Monolingua thrives when people can see problems but cannot imagine alternatives.
Today you start thinking like a designer of change. Your ideas will inspire the interventions we build together in the in-person phase.

YOUR TASK

1. Create a new post in this forum and answer:
   - If you could change one thing related to language in education or society, what would it be?
   - Describe one possible idea (even very rough) to improve this situation. It can be a project, an activity, a policy, a resource, etc. (3–5 lines).
1. Read and react to at least two ideas from other students:
   - Write a very short comment (1–3 lines): what you find interesting, or a question.

Each idea is a potential counter-spell against the Order's vision of a single language and a single way of thinking.

XP FOR THIS MISSION

10 XP for your idea post
2 XP for each reaction to others

MISSION 5

YOU ARE NOT ALONE!



Welcome to your fifth mission!
The Alliance is about to form its guilds (teams) for the in-person phase.
To resist the Order of Monolingua, we need different kinds of specialists working together.
Your answers today will help us create balanced guilds and assign future roles (Visionary Linguists, Educators of the Future, Social Analysts).

YOUR TASK

Answer the following questions:

1. When you work in a group, what do you enjoy most?

a) Working with languages and communication (writing, speaking, translating, mediating…)
b) Designing activities or lessons and helping others learn
c) Analysing problems and thinking about society, power, and inequality
d) Something else (please explain briefly)

1. What are two strengths you bring to a group?

(For example: listening, organising, creativity, critical thinking, explaining, empathy, etc.)

1. What is one thing you would like to practise or improve during this BIP?
2. Is there anything important we should know when forming guilds (e.g., access needs, time zones, language comfort…)?

XP FOR THIS MISSION

10 XP for fully completing the questionnaire

MISSION 6

UNMASKING THE ORDER



This week your guild will identify one concrete challenge where the Order of Monolingua's influence can be seen and where you want to act.

YOUR TASK

1. Discuss the content of the online week and the first 5 missions.
2. Choose one context (e.g., school, university, NGO, community, online space, etc.).
3. Define one main problem related to language, education, and society in that context.
4. On one page, represent visually (Word document; PPT slide; Canva design; etc.)
5. Context (where?)
6. Who is affected?
7. What exactly is the problem?
8. Why does it matter?
9. Prepare a 1–2-minute pitch of your problem statement and Upload your page and your pitch here.

BADGE FOR THIS MISSION

If you complete this mission, your guild will earn the *Order Unmasked* badge, which recognises that you have clearly revealed where and how the Order of Monolingua is acting in your chosen context.

MISSION 7

DESIGNING THE COUNTER-SPELL



This week your guild will be designing the first version of its intervention to resist the Order of Monolingua.

YOUR TASK

1. Based on your problem statement (mission 6), draft a prototype of your project with you guild. Include:
   - Who is your target group?
   - What is your main goal?
   - 2–3 key actions/activities (what will happen?)
   - How will you include multilingualism, equity and inclusion as central elements?
1. Create a visual prototype: a poster, infographic, or a simple handout.
2. Take part in a gallery walk via this Padlet:
   - Post your idea (visual prototype) to visitors on the board.
   - Read and study the other guilds´ posts.
   - Write at least 3 comments (one per member of the guild) on the other posts. Thus, each student should comment on all 5 other guilds. Each comment should include some feedback and some advice on how to continue developing the intervention.

BADGE FOR THIS MISSION

If you complete this mission, your guild will earn the *Counter-Spell Forged* badge, which recognises that you have turned your challenge into a concrete, multilingual, equitable and inclusive intervention plan.

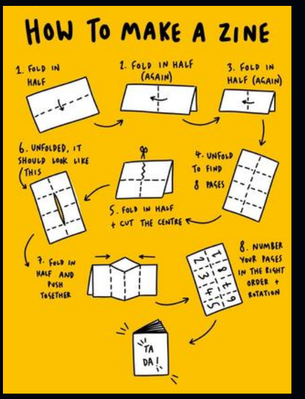
XP FOR THIS MISSION

10 XP per student for commenting and suggesting in the gallery walk

+5 XP per student if your guild clearly integrates at least two ideas from BIP sessions (you mention them in your prototype or during the gallery walk)

MISSION 7

YOUR FINAL PRODUCT: A ZINE AGAINST THE ALLIANCE



WHAT IS A ZINE?

A zine (from "magazine") is a small, self made booklet where you decide the content, the look, and the message. It is usually:

- handmade or low tech
- short (for example 4–8 pages)
- a mix of text, images, symbols, and colour
- created to share a strong idea or story with others

IN THIS PROGRAMME, YOUR ZINE (OR MULTIPLE ZINES!) WILL BE YOUR GUILD'S MANIFESTO AND FIELD REPORT IN THE STRUGGLE AGAINST THE ORDER OF MONOLINGUA.

CONTENT

Think of your zine as the story of your guild's fight:

1. Cover page
o Title of your project or a slogan (e.g., "Many Voices, One Classroom")
o Guild name and members
o An image or symbol of your resistance to the Order
2. Context + Problem page
o Where does your story take place? (country, institution, group)
o Who is affected?
o How does the Order of Monolingua show up here? (rules, attitudes, practices)
3. Counter Spell (Intervention) pages
o What is your idea (project/activity/policy/resource)?
o 2–3 key actions or moments (draw them, collage them, or explain them briefly)
o How do you use multiple languages?
o How do you make education more inclusive and critical?
4. Field Test / Change page
o What part did you test with others?
o What feedback did you receive?
o "Before → After": show one concrete change you made.
5. Future + Call to Action page
o What impact do you hope for?
o What can readers do if they want to resist the Order in their own context?
You don't need long texts—short, clear phrases and strong visuals are enough.

LAYOUT

Keep layout simple and bold:

- Use one main idea per page.
- Use headings (big words, banners) so the reader can follow the story.
- Mix text and image:
o Text boxes, speech bubbles, arrows
o Collaged photos or cut outs + short captions
- Use contrast to show the Order vs. the Alliance:
o One page "Before: Order of Monolingua" (grey, rigid, one language)
o One page "After: Alliance" (colourful, multiple languages, interaction)

Decide in your guild who will focus more on:

- words,
- drawing/collage,
- and organising the pages.

MATERIALS

From what you're given (magazines, newspapers, stationery) and your own creativity, you can use:

- Paper: A4 sheets folded into a booklet, coloured paper for covers.
- Magazines / newspapers:
o cut out words in different languages,
o interesting images (classrooms, streets, signs, people, technology).
- Stationery:
o markers, pens, highlighters, glue, scissors, sticky notes.
- Extras:
o small printed photos or QR codes linking to online materials,
o washi tape, stickers, coloured pencils.

Tip: keep all small cut outs in a central "pool" so everyone can grab elements that fit your story.

BEING CREATIVE

Use the zine to break the Order's rules:

- Use multiple languages on the same page (titles, captions, quotes).
- Let different voices speak:
o short quotes from students/teachers/parents (real or imagined).
- Show contradictions:
o one panel for the Order's slogan ("One language is enough")
o another panel for your response ("More languages, more futures").
- Use humour and irony:
o fake "ads" or "warning signs" revealing the absurdity of monolingual thinking.

Ask yourselves as you create:

- Would the Order of Monolingua approve this page?
o If yes, make it more multilingual, more critical, or more creative.

At the end, your zine should feel like something you are proud to hold in your hands and use as a visual story when you speak to the Council.

Watch these videos to know more about zines

https://www.youtube.com/watch?v=AAyYHMldD_0
https://www.youtube.com/watch?v=XTkvDHZmJ0A&t=239s
https://www.youtube.com/watch?v=SsiUjLySPnE



MISSION 8

DISCOVERING THE STRONGHOLD OF THE ALLIANCE



The Order of Monolingua prefers campuses where no one looks up, no one asks, and no one dares to use more than one language.

Your guild's first mission on campus was to map the heart of Universidad Isabel I. To prove that you can move between languages and discover the spaces where the Alliance will be meeting, you were asked to gather the Univesity´s motto, take a selfie with Queen Isabel I, and finding examples of multilingual signs. Post your gathered materials in the forum.

YOUR TASK

Post your gathered materials in the forum.

BADGE FOR THIS MISSION

You will obtain the Stronghold Scouts of the Alliance badge for successfully completing the "Discovering the Stronghold of the Alliance" scavenger hunt after navigatin the univesity.

MISSION 9

TESTING IN THE FIELD AND SHAPING YOUR ZINE



BADGE FOR THIS MISSION

If you complete this mission, your guild will earn the *Field-Test Alchemists* badge for testing a key element of your intervention, listening to real feedback, transforming your idea, and capturing this "before/after" change in the pages of your zine.

Today you test a small part of your intervention, improve it using feedback, and start transforming your ideas into a zine that tells your story of resistance to the Order of Monolingua.

YOUR TASK (GUILD WORK)

1. Choose one key element of your project. For example:
• a short activity
• a resource or tool
• a dialogue with stakeholders
• a policy explanation or campaign idea
2. Run a mini test
• Try it with another guild or part of the group, or
• Simulate it in a role play (e.g., teachers, students, parents, policy makers).
3. Collect quick feedback from participants:
• 2 things that worked well
• 1 suggestion for improvement
4. Adjust at least one aspect of your intervention based on this feedback.
5. Document the change in one slide or paragraph:
• "Before, we planned to… After feedback, we changed to…"
6. Begin creating your guild zine
You will receive magazines, newspapers and stationery materials. As a guild:
• Decide on a title and main message for your zine (how your project resists the Order of Monolingua).
• Create at least one page (or spread) that shows:
• the challenge you are addressing, and
• the key element you tested today, including any changes you made after feedback.
• Use a mix of cut outs, drawings, short texts, and symbols to tell this part of your story.
Your zine will keep growing tomorrow and will be part of your final presentation to the Council.

MISSION 10

A PROPOSAL TO THE COUNCIL OF BURGOS CITY



On [date] your guild presents its intervention and your completed zine to the “Council of Burgos City” representing European stakeholders. This is the final confrontation with the Order of Monolingua.

YOUR TASK

1. Complete your zine
- Using the materials provided (magazines, newspapers, stationery, etc.), finalise a physical or hybrid zine that:
- Introduces your context and problem: where and for whom is this happening?
- Shows your intervention (counter-spell): what you will do, and how.
- Highlights how you integrate language, education, and society.
- Makes visible how you promote multilingualism, equity and inclusion.
- Includes at least one element that reflects the changes you made after interacting with your peers.

1. Prepare a 7–10 minute presentation of your project and zine, including:
- Context and problem
- Your intervention and its key actions
- How language, education, and society are connected in your idea
- How you value multilingualism and inclusion
- What impact you expect and what challenges you foresee

1. Decide roles within your guild:
- Who will speak first, second, third? (Remember everyone needs to express their voice!)
- Who will show and briefly explain different pages of the zine?
- Who will handle any slides or other visuals (if used)?

1. Present to the Council and respond to 1–2 questions.
2. Use your zine as a visual narrative of your project and your journey against the Order of Monolingua.
3. Individual written reflection after the Council (submit by [date])
- What did I learn about language, education, and society?
- How did my voice help to advance our guild’s mission?
- What page or element of our zine best represents my contribution?

BADGE FOR THIS MISSION

Your guild will earn the Zine of the Alliance badge for completing and presenting a powerful zine that tells the story of your context, your intervention, and your stand against the Order of Monolingua to the Council..

CONGRATULATIONS!







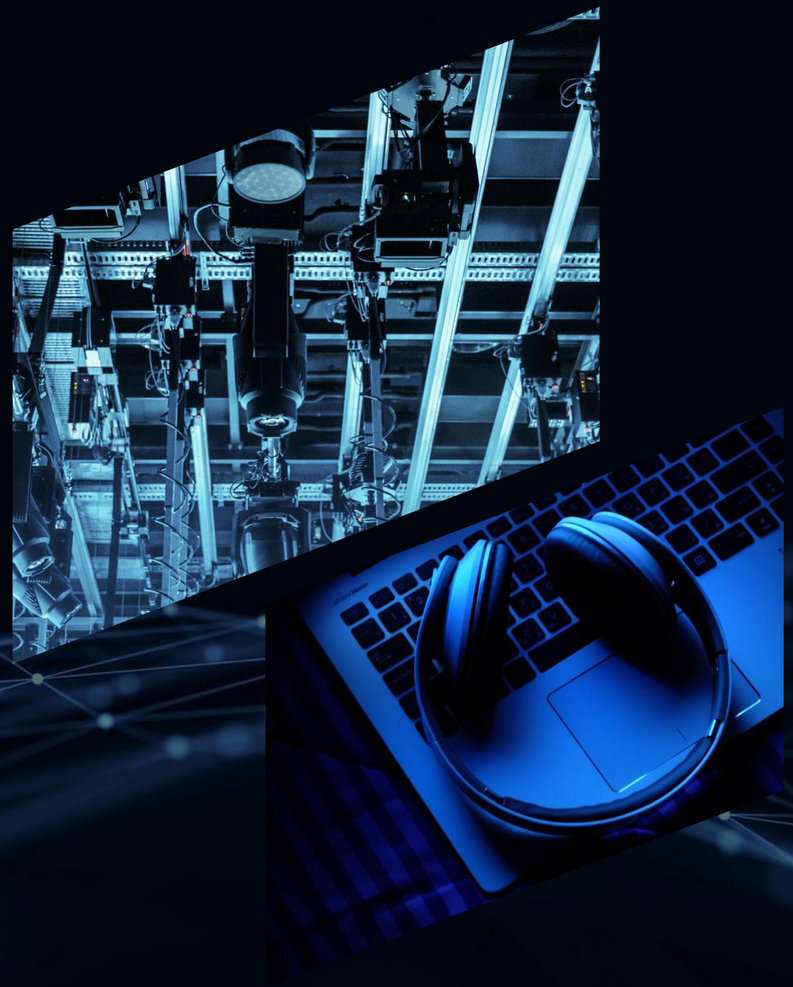
YOU MADE IT!

Even though the Order of Monolingua has not been fully defeated, your missions have already changed the game.

You read its discourse critically, you exposed its hidden assumptions, and you responded with your own multilingual voices in your zines and interactions. You are now more aware of how language power works around you, and that awareness is one of the strongest tools the Alliance can have.

Keep acting as Alliance agents, both in your guilds and as individuals, by questioning monolingual rules, valuing linguistic diversity, and creating new spaces where many languages can coexist and be heard!

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THANK YOU

GET IN TOUCH

SERGIO.RUIZ.PEREZ@UI1.ES

APPENDIX

BADGES

1. ORDER UNMASKED

Congratulations! Your guild has earned the Order Unmasked badge for clearly revealing where and how the Order of Monolingua is acting in your chosen context.



2. COUNTER-SPELL FORGED

Great job! Your guild has earned the Counter-Spell Forged badge for turning your challenge into a concrete, multilingual, equitable and inclusive intervention plan.



3. STRONGHOLD SCOUTS OF THE ALLIANCE

Congratulations! Your guild has earned the Stronghold Scouts of the Alliance badge for successfully completing the “Discovering the Stronghold of the Alliance” scavenger hunt: you navigated the university, decoded each clue, used more than one language with staff, and revealed key spaces where the Alliance can gather and resist the Order of Monolingua.



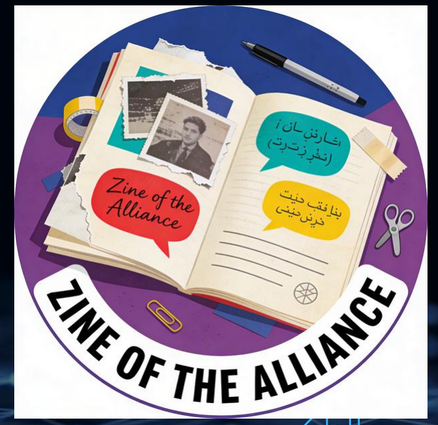
4. FIELD-TEST ALCHEMISTS

Amazing! Your guild has earned the Field-Test Alchemists badge for testing a key element of your intervention, listening to real feedback, transforming your idea, and capturing this “before/after” change in the pages of your zine.



5. ZINE OF THE ALLIANCE

Congratulations! Your guild has earned the Zine of the Alliance badge for completing and presenting a powerful zine that tells the story of your context, your intervention, and your stand against the Order of Monolingua to the Council.



AMEC
EDICIONES

