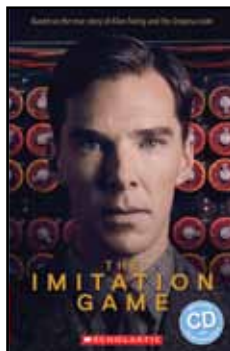


A **FREE** RESOURCE FOR TEACHERS!

THE IMITATION GAME

Level 3

This level is suitable for students who have been learning English for at least three years and up to four years. It corresponds with the Common European Framework level B1. Suitable for users of TEAM magazine.

SYNOPSIS

In 1939, at the beginning of World War II, the British government brings together a team of top mathematicians to break the German Enigma code. The most brilliant of the mathematicians is 27 year-old Alan Turing. He has no social skills, however, and soon annoys the rest of the team. He's a homosexual, at a time when homosexual sex was illegal in Britain.

Alan wants to build a machine to break the code, an early version of a digital computer. The rest of the team think he's wasting time and money, except for Joan Clarke who thinks the same way as Alan.

Joan's parents are unhappy with her situation as a young unmarried woman at Bletchley. Alan rescues the situation by asking her to marry him.

At first, Alan's machine doesn't work. But a chance remark gives Alan an idea, and his machine finally cracks the code. Although the team celebrate wildly, they can't tell anyone. If the Germans guess that they have cracked the code, they will simply change it. Alan and his team assess all the German messages they intercept, acting on some information but not all. Sometimes they must allow German attacks to succeed.

When Alan discovers that John, a member of the team, is a spy, and M16 threaten to put Joan in prison, Alan decides that Bletchley is not safe for Joan. He tells her he doesn't love her and she must leave. Joan is very upset, but refuses to leave.

The war finally ends. The team has to promise never to discuss their secret war work.

Alan moves to Manchester university. In 1952, he is arrested

for homosexual activity. He is offered a choice: prison or pills. He chooses the second. The medication is powerful and dangerous; it destroys his mind and his body. Alan commits suicide.

THE BACK STORY

Winston Churchill said that Alan Turing made the biggest single contribution to the defeat of Nazi Germany. By brilliantly decoding Enigma, Turing gave the Allies a big advantage. Without Turing, Hitler might have won.

The Imitation Game is a dramatised version of Alan Turing's story. The real Turing is described as warm and funny, by people who knew him. Another important character in the film is Commander Denniston, who comes across as ignorant and rude. Commander Denniston's family say he was kind and always polite, and are unhappy with the way he appears.

However accurate the film is, it makes a very exciting drama. *The Imitation Game* won an Oscar in 2015 for the Best Screenplay, with nominations for Benedict Cumberbatch as Alan Turing and Keira Knightley as Joan Clarke, as well as Best Picture.

MEDIA LINKS

DVD: *The Imitation Game* (2014) was directed by Morten Tyldum. It stars Benedict Cumberbatch as Alan Turing and Keira Knightley as Joan Clarke.

CD: An audio recording of *The Imitation Game* accompanies the Scholastic Reader.

HOW TO USE YOUR SCHOLASTIC READER

Choosing and motivating

Is this the right story for your class? Have your students heard of *The Imitation Game*? Try to generate interest with background information (see The Back Story above) and by reading aloud the first page of the story with dramatic atmosphere.

Organising

Plan a class reading schedule. Decide how many pages to set for reading each week. Select exercises from the Self-Study section at the back of the reader and extra activities from this resource sheet to go with each chunk of reading. All answers are on page 4 of this resource sheet.

Using the CD

Students can listen and follow in their books. They can listen and then read. They can read and then listen. All these activities will improve their reading speeds and skills.

Using the DVD

Select the English language option on the DVD. The running time is 114 minutes. Select key scenes to show in parallel with the class reading schedule.

Glossary

Go to 'New Words' at the back of the reader. Translate the words with the class or get students to find meanings at home. The Vocabulary Builder on page 3 of this resource sheet practises the new words in a different context.

The Second World War

The Second World War lasted from autumn 1939 until May 1945 (in Europe). Brainstorm what students know about the war, and their country's involvement. Use the introduction on pages 6 and 7 to introduce key facts about the conflict.

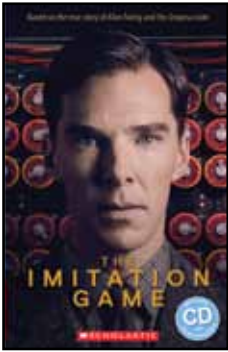
Fact File

Set this as self-study or use for whole class work. It looks at code breaking, from the ancient Greeks to today's computer hackers.

What did they think?

Get everyone to do a written or spoken review of *The Imitation Game*. Compare opinions. Will they watch the film? Did you like it? Let us know at elt@scholastic.co.uk.

RESOURCE SHEET STUDENT ACTIVITIES



THE IMITATION GAME

People and places

1 Choose the correct option.

- a) The Bletchley team are code breakers / spies.
- b) The activities of MI6 were famous / secret.
- c) Bletchley Park is a large house in the city / in the country.

2 Choose the best word(s) to complete the sentences.

- a) The population of the world in 1939 was roughly 2 billion / 3 billion / 6 billion.
- b) The leader of the Axis countries was Churchill / Stalin / Hitler.
- c) America joined the war after a military attack by Japan / the Soviet Union / Germany.
- d) American supplies to Europe were sent by air / across the sea / under the sea.

Chapters 1–2

1 Tick the information about Alan Turing that is correct.

- a) Alan is 27 years old.
- b) He was a very noisy child.
- c) He went to Sherborne School.
- d) He is a Cambridge university professor.
- e) He's a mathematician.
- f) He works well in a team.
- g) He's sure he can break the Enigma code.

2 Are these sentences true (T) or false (F)?

- a) Children are leaving the city to escape the bombs. T
- b) Alan has never heard of 'Enigma'.
- c) Alan will be working alone in his own office.
- d) Stewart Menzies thinks breaking the Enigma code will be very important in winning the war against Hitler.
- e) Christopher laughs when he finds Alan under the floor.

3 Imagine you have to leave your home in a hurry and you can only take three things with you. What three things will you definitely take? Compare your choices with a partner.

Chapters 3–6

1 Put these four men in their order in the chain of command (1 = highest; 4 = lowest).

	at the beginning of Chapter 4	at the end of Chapter 4
Hugh Alexander	<input type="checkbox"/>	<input type="checkbox"/>
Winston Churchill	1	<input type="checkbox"/>
Alan Turing	<input type="checkbox"/>	<input type="checkbox"/>
Commander Denniston	<input type="checkbox"/>	<input type="checkbox"/>



2 Choose the correct words in italics.

- a) Joan Clarke completes the crossword in *more* / less time than it took Alan.
- b) Joan appears *confident* / nervous in a man's world.
- c) Joan's parents are *excited* / worried about Joan working at the Bletchley Radio Company.
- d) Hugh tries to *break* / fix Alan's machine with a piece of metal.
- e) The 'Imitation Game' tests if a *computer* / person can talk like a *computer* / person.

3 Talk to a partner. Alan breaks military and social rules in Chapter 6. How?

Chapters 7–10

1 Make sentences.

- a) Denniston believes i) code to tell Alan his real feelings.
- b) Joan advises ii) why his machine isn't working.
- c) Christopher uses iii) the team one more month.
- d) Alan doesn't understand iv) that Alan is a spy.
- e) Hugh rescues v) Alan to get his team to like him.
- f) Denniston gives vi) Alan from Denniston.

2 Who might say these things? Who to?

- a) "You must come home at once – we're worried."
..... Joan's parents to Joan
- b) "I didn't think anybody knew – is it very obvious?"
..... to
- c) "Would you like to go to the Bletchley dance next weekend?"
..... to
- d) "Thank you for believing in me."
..... to
- e) "You really are a genius!"
..... to

RESOURCE SHEET STUDENT ACTIVITIES

3 Work with a partner. Have conversations after these events.

- It has taken you two hours to complete a crossword puzzle.
- It has taken you two years to break the Enigma code.
- It has taken you five years to find a way to stop cancer.

Chapters 11–Epilogue

1 Complete these sentences with the gerund form of the correct verb.

bomb get hit learn pass phone tell

- Alan stops Hugh from phoning Denniston to tell him about the U-boat attack.
- Joan stops Hugh from Alan a second time.
- The team can't stop the U-boats from the Carlisle.
- Menzies will stop the Germans from that the British have broken the Enigma code.
- John tries to stop Alan from anyone that he is a spy.
- Menzies doesn't want to stop Cairncross from information to the Russians.
- Alan wants to stop Joan from hurt.

2 Are these sentences true (T) or false (F)?

- Alan goes running to help him stay calm. T
- Alan pretends he isn't friends with Christopher Morcom.
- The team have a bonfire to celebrate the end of the war.
- Alan never returns to university life after the war.
- Alan tries to find love with men he meets in pubs.
- Alan asks Joan to speak for him in court.

3 The team face a terrible problem. If they save Peter's brother, they may lose many more lives. If they don't save Peter's brother, they can make the war shorter. But Peter is in the room with them, asking them to save his brother. What would you do? Talk to a partner.

FINAL TASKS

1 Look at the chapter titles in the Contents list on page 3. From memory, write a sentence about what happens in each chapter.

2 Write a letter from the British government to Alan Turing's family in 2009. You want to say sorry for the court case against Turing. You want to say how important he was for his country.

3 How has society changed since Alan Turing's time in these areas:

- women and work
- showing your feelings
- bullying at school
- homosexuality

VOCABULARY BUILDER

Look at the 'New Words' at the back of The Imitation Game.

1 Complete these sentences with the 'New Words'.

- A contains mainly words.
- An contains mainly numbers.
- A contains papers.

2 Put these verbs in the correct form to complete the sentences.

bully decode fire intercept solve

- The banker was after he lost a million pounds.
- The bombers were by an army officer.
- A Rubik's cube was in under ten seconds by a 14-year-old!
- Once the document was , the spy sent it to her boss.
- Cinderella was by her cruel step-sisters.

3 Choose the correct words from the 'New Words' list to match these definitions.

- If this is too high on the oven, the cake will burn.
- If this is not smart and clean, you will be in trouble.
- If this rings, it will wake you up.
- If this goes off, it will make a very loud noise.
- If this is cut, the computer won't work.

4 Complete the text with the 'New Words'.

Jack joined the (a) because he wanted to travel and see the world. Jack's first (b) was a horrible bully, and Jack nearly left after six months. He stayed and had a successful (c) career. After five years, he was (d) a team of men. He took part in three different wars, and by the end, he had seen too much (e)

5 Find words in the 'New Words' list to match these definitions.

- A teacher in a university in the United States.
- How you feel after a nasty surprise.
- A person who can do equations.
- If we had visitors from another planet, their language would sound like this.
- A man who finds other men attractive.
- This person's job is to put phone calls through to the right person.

FACT FILE FOLLOW-UP

BREAKING CODES (pages 58–9)**Quick Fire Questions**

Before students look at the Fact File, write these questions on the board. Students look at the Fact File and find the answers as quickly as they can.

1. What relation was Mary Queen of Scots to Queen Elizabeth I of England?
2. What is the third most common letter in the English language?
3. How did Mary Queen of Scots die?
4. What was Mark Zuckerberg's first website called?
5. Where did two British teens post police conversations?

Ask the fastest student to give the answers.

(Answers: 1. cousin 2. A 3. her head was cut off 4. Facemash 5. YouTube)

Answers to the codes on page 58:

Greek Square: Enemy ship will reach the city in two days.

Queen's Code: The Queen is travelling to Oxford tomorrow. Take men to the forest. Wait for her and kill her.

Code writing

Students work in pairs and invent their own code. They write a short message in English using their code. Pairs hand in their messages. Give them out randomly so that each pair receives someone else's coded message. Give them a few minutes to try and crack the code, using the tips on page 58.

Discussion: World Without Facebook

Ask students how many of them use Facebook. How often do they log in and what do they use it for? Students imagine there is no Facebook and no social media. How would it change their lives? How would they link up with their friends?

DVD/CD FOLLOW-UP**DVD: Choosing scenes**

The Imitation Game is nearly two hours long, and contains some scenes with complex language and abstract ideas. As well as the flashback scenes set in Sherborne School, there are flash forward scenes throughout the film. In these sections, Alan is being interviewed by the police after his arrest for homosexual offences. Watch the film yourself and choose a few key scenes that are appropriate for your class. Students vote for the scenes they would most like to watch. After watching the scene, discuss these questions: *Is the acting good? Is the scene exciting? How does the music enhance the scene? What emotions do you go through while you are watching it? Do you want to watch the rest of the film?* Example scenes:

- Alan's job interview with Commander Denniston
- the team invite Alan to lunch
- Alan asks Commander Denniston for money for his machine
- the crossword exam at M16
- Denniston tries to fire Alan
- Alan asks Joan to marry him
- the team break the code

CD: What's happening?

Select key moments on the CD from chapters students have read. Play a small section of *The Imitation Game*. Students describe the context of the extract: who is speaking, where the characters are, how they are feeling, what has just happened, what is going to happen next.

ANSWER KEY**Self-Study Activities (pages 60–3)**

- 1 a) genius b) professor c) bully d) mathematician e) commander
- 2 a) bomb b) setting c) intercepted d) code e) files
- 3 a) T b) F. They thought it was unbreakable. c) F. They attacked with U-boats.
- 4 a) unhappy b) likes doing puzzles c) a lot d) alone e) frighten f) thinks; something
- 5 Open answers.
- 6 a) fired b) solve c) uniform d) cables e) equation
- 7 a) No, he answers the questions truthfully. b) He writes directly to Winston Churchill. c) Because they're no good at code breaking.
- 8 a) T b) T c) F. They must lie to everyone. d) T e) F. He wants to talk to her. f) F. He feels very comfortable with him.
- 9 Open answers.
- 10 a) other men b) a person who uses a machine
- 11 a) Because the code used by the spy is too simple. b) To be nice to his team. c) It doesn't break the code. d) Hugh and the team because they believe his machine will work. e) So she can stay at Bletchley. f) Because he's a homosexual.
- 12 a) pretty b) in Germany c) asking Christopher to look for the settings for two words d) in German
- 13–14 Open answers.
- 15 a) has just taken place > is just about to take place b) speaks > doesn't speak c) Alan > Hugh; Hugh > Alan; d) to stop the attack because > not to stop the attack although e) cannot > will f) is > isn't g) is > isn't h) is > isn't
- 16 a) T b) F. He likes her very much. c) T d) F. Christopher hadn't told him. e) F. They don't find out about the work at Bletchley until 30 years later. f) T g) T
- 17 Open answers.

Resource Sheet Activities**People and places**

- 1 b) secret c) in the country
- 2 b) Hitler c) Japan d) across the sea

Chapters 1–2

- 1 The correct sentences are: a, c, d, e.
- 2 b) F. He knows a lot about it. c) F. He'll be in a team. d) T e) F. He is worried.
- 3 Open answers.

Chapters 3–6

- 1 at the beginning of Chapter 4: 1 Winston Churchill 2 Commander Denniston 3 Hugh Alexander 4 Alan Turing; at the end of Chapter 4: 1 Churchill 2 Denniston 3 Alan Turing 4 Hugh Alexander.
- 2 b) confident c) worried d) break e) computer; person
- 3 Open answers.

Chapters 7–10

- 1 b) v c) i d) ii e) vi f) iii
- 2 b) Alan to John (about his homosexuality) c) Hugh to Helen/Helen to Hugh d) Alan to Hugh/the team e) Hugh/the team to Alan
- 3 Open answers.

Chapters 11-Epilogue

- 1 b) hitting c) bombing d) learning e) telling f) passing g) getting
- 2 b) T c) F. They have to burn all their papers so nobody learns about their wartime work. d) F. He works at Manchester university. e) T f) F. She wishes that he had.
- 3 Open answers.

Vocabulary Builder

- 1 1. crossword puzzle 2. equation 3. file
- 2 1. fired 2. intercepted 3. solved 4. decoded 5. bullied
- 3 1. setting 2. uniform 3. bell 4. bomb 5. cable
- 4 1. army 2. commander 3. military 4. in charge of 5. violence
- 5 1. professor 2. shocked 3. mathematicians 4. gibberish 5. homosexual 6. operator