# TITLE

## New forms of entertainment in the contemporary world - games and technology

Creator: Văncica Diana-Mihaela

Student aged 13-14.

Language level: Language level: A2 (based on the common European framework reference for languages)

Duration: 3 teaching periods

**1st Teaching period (50 minutes)**

(before the beginning of the first teaching period, students are asked to complete the first two columns on a KWL chart with about what they know and what would they like to know about the new games and tehnology.)

5minutes

**1st Activity**

**Time: 15'**

**Type of activity:** powerpoint presentation

**Class organisation:** whole class

**Actions/Tasks:** The teacher presents to the students a powerpoint presentation with the help of which the students discover the history of the appearance of the computer and of the video games. The teacher and students discuss the evolution of the computer from its appearance until today.

**2nd Activity**

**Time: 15'**

**Type of activity**: complete worksheet

**Class organisation:** individual work

**Actions/Tasks :** The teacher asks the students to complete the worksheet with the help of the internet.

**3rd Activity**

**Time: 15'**

**Type of activity**:case study

**Class organisation:** team work

**Actiond/ Tasks:** The teacher divides the class into three groups of students and asks them to complete worksheet no. 2.

**2nd Teaching period (50 minutes)**

**1st Activity**

**1st Activity**

**Time: 15'**

**Type of activity:** powerpoint

**Class organisation:** whole class

**Actions/Tasks:** The teacher presents them with a powerpoint through which students discover how new technologies have developed and what their impact is on people's lives.

**2nd Activity**

**Time: 10'**

**Type of activity**:  completing an H5P questionnaire

**Class organisation:** individual work

**Actions/Tasks:** The teacher asks the students to complete the H5P questionnaire

**3rd Activity**

**Time: 15'**

**Type of activity:** complete a worksheet

**Class organisation:** individual work

**Actions/Tasks:** The teacher asks the students to complete the worksheet no. 3

**3rd Teaching period (50 minutes)**

**1st Activity**

**Time: 20'**

**Type of activity:** team work

**Class organisation:** pairs

**Actions/ Tasks:** The teacher divides the students into 4 groups and asks them to carry out an investigation on the market of online games with historical themes, to compile a common list and to identify the historical fact that is at the origin of 3 of them.

**2nd Activity**

**1st Activity**

**Time: 30'**

**Type of activity:** team work, discovery learning

**Class organisation:** pairs

**Actions/Tasks:** The teacher divides the class into 3 groups, each group receives a fragment of a text (worksheet 4) and is asked to identify as many consequences of new technologies on people's lives and health. Together with the teacher they will later make a powerpoint with them, but and with other consequences observed by students in everyday life.

**3rd Activity**

**Time: 15'**

**Type of activity:** brainstorming

**Class organisation:**individual work,

**Actions/Tasks:** Does the teacher ask students to imagine that they are surgeons, architects, accountants, teachers or cooks and to say how they think technological progress could help them in the next 10 years? Express your point of view in writing, in 8-10 lines.

**4rd Activity**

**Time : 5'**

**Actions/Tasks:** The teacher asks the students to complete the  third column of KWL