

Lesson 11: Edutainment Technology Pages. 70-73

https://drive.google.com/file/d/14koU0zlnzczL05SBBpO27gPrIpZCiGi_/view?usp=sharing

Objectives: to learn vocabulary related to technology

To listen to a text comprehensibly

<https://es.liveworksheets.com/cr1001699bx> Actividad online

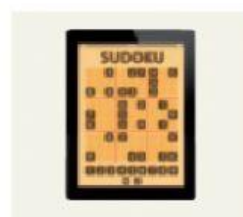
1. Have a look at the pictures and match the different video games. Page 70

Puzzle

Strategy

Racing

Virtual reality



2. Complete the web diagram with ideas from the list.

HAVE FUN

STRATEGY

ENTERTAIN

INTERACTION

WAR

SPORTS

MULTIPLAYER

TIME CONSUMING

HAND-EYE COORDINATION

FIGHTING

TROLLS

HATE

MAKE FRIENDS

LEARN ABOUT HISTORY

WASTE TIME

TYPES

DISADVANTAGES

**VIDEO
GAMES**

ADVANTAGES

PURPOSES

LISTENING FILE: Edutainment technology

■ General information

- Type of recording:

- Topic

- Purpose:

■ Specific details

- Main ideas. Complete the sentences.

- a. A new says that a game is similar to a

- b. can actually help development
and have benefits.

- c. Children with syndromes are very
 so they learn much from visual
materials than from other .

- Infer. What does Dr. Evans mean?

- a. Ethan is the most savage Tekken 5 player.
b. Ethan has a mountain to climb.

■ Main conclusions

- According to Dr Evans...

Yes No

- a. Are video games useful?

☐

- b. Has playing games helped Ethan?

☐

- c. Have playing video games contributed to their relationship?

☐