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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

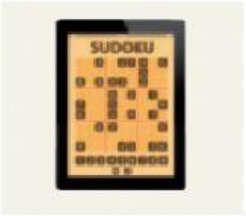
1. Have a look at the pictures and match the different video games. Page 70

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*

3. Vocabulary. Match the words to their definition in English

A	Motor skills	1.		a piece of equipment that you use with your hands to make or repair something
B	Cognitive development	2.		When one or more of these genes or chromosomes are missing or mutated
C	Tools	3.		how children think, explore and figure things out
D	Genetic syndrome	4.		an electronic system that connects to a display and is used to play video games
E	Console	5.		movements and actions of the muscles

4. Drag the word to the correct picture

Disabled	Fighting games	Playing games







5. Listening. Track 24. Listen to the text and answer [T]true or [F]false

1.	They are talking about using videos for educations	
2.	Video games are not similar to a classroom	
3.	There are theories that say video games help cognitive development	
4.	Edutainment software helps students with genetic syndromes	
5.	Those children are very auditory	
6.	The doctor was inspired by his own sister	
7.	Ethan played a lot of Tekken 5 when he was a schoolboy	
8.	Video games help kids with disabilities	

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?		