

Lesson 11: Edutainment Technology Pages. 70-73

https://drive.google.com/file/d/14koU0zlnyczL05SBBpO27gPrIpZCiGi_/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



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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

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VIDEO
GAMES

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ADVANTAGES

PURPOSES

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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?