

<p>This game will take place at the beginning of the unit, after seeing the reading and the vocabulary of the unit, to work on the new words they are supposed to acquire.</p>			
<p>Topic: The cities</p>		<p>Game: Mystery boxes</p>	
<p>Curricular Contents:</p> <ul style="list-style-type: none"> • Naming cities • Types of cities • Buildings that can be found in cities • Qualifying cities • Describing cities 		<p>Game contents:</p> <ul style="list-style-type: none"> • Mystery boxes recognized with a number, which include questions related to cities: <ul style="list-style-type: none"> ○ Buildings (skyscrapers, monuments...). ○ Types of cities (slums, wealthy areas, poor areas, picturesque...) ○ Things in cities (landmarks, residents, alleys...). ○ City living (population density, quality of life, overcrowding....). 	
<p>Curricular Competences</p>	<ul style="list-style-type: none"> • CCL • CAA • CSC 	<p>Human Competences and Capacities:</p>	<ul style="list-style-type: none"> • Language • Attention • Memory • Respect • Tolerance • Collaborative skills • Tolerance • Emotional Management • Deduction
<p>At what point is the game going to be played?</p>	<p>The day after having seen the vocabulary part of the unit. This will be the first activity of the day and it will count on 25 boxes, so it will take 30 minutes, more or less.</p>		
<p>Is the main objective on the curricular or the human?</p>	<p>In the curricular, I want them to be aware what they are capable of: they remember things from the previous lesson just by paying attention in class, they know more than they believe. The idea is to refresh their memory while, in the human, they also have fun, just thinking about the game and feeling relaxed. This is a way of dealing with contents, but without the pressure of having to work on any homework or exam.</p>		
<p>Beginning of the class</p>	<p>Explanation of the game (rules and questions they may have) 10 minutes.</p>		
<p>Class development</p>	<p>Play the game. They will all participate, there are 25 boxes (the idea is that the class it is addressed to is composed by 25 students so that they all count on a box and participate).</p>		

Class closure	When the game is finished, they will have to write on a piece of paper a little description of a city they will have to imagine. To do so, they will have to include, at least, 5 words seen in the game. This will be handed in to the teacher so that he/she corrects it.
Materials	Projector, WordWall as the app used for creating the game / paper, pencil / pen (for the last activity and to take notes if they want to), blackboard and chalks (for vocabulary they do not understand and ask for).
Enrichment Activity	<p>Students will work with the vocabulary seen in the previous class in a more entertaining and dynamic way, which will provide them with a moment of fun while they learn and use that vocabulary.</p> <p>When learning new words in another language, practicing them is very important, and this is a way to do so without students feeling pressured to get a grade as might be the case in an exam, or to get a "right or wrong" in the case of homework.</p>