

DIDACTIC PROPOSAL

OER: Apps & Games

Subject: English as a Foreign Language

Course: 2nd Year CSE

DESCRIPTION

This resource will enable students to go into the world of apps and games. They will become a bit of technology experts by learning about security, responsible use and installation of games and applications on electronic devices.

In this resource, students are provided with activities to practice different linguistic contents that will help them perform several tasks using English as the vehicle of communication.

METHODOLOGY

- Collaborative Learning
- Project-based Learning

FINAL CHALLENGE

The final challenge of this project is to create a video tutorial on the students' favourite online applications / games. This final output should gather all the knowledge and apprenticeship of the contents throughout the current resource.

TASKS

- A written paragraph about teenagers' smartphone use.
- A digital poster on apps and games.
- A slide presentation on instructions about smartphone use.
- A call-in radio program on smartphone security.
- A questionnaire on teenagers' routines regarding smartphone use.

ASSESSMENT

Both, students and teachers will take part in the evaluation of the learning process using these tools:

- Learning diary, with which students will be able to reflect on their own learning process.
- Rubrics. Used by teachers to assess students' performance in tasks.
- Peer evaluation

GROUPINGS

Students will be working :

- Individually
- In pairs
- In small groups of four students

NUMBER OF LESSONS

- 15 lessons approximately

Tipo de fuente y tamaño para usar en el CANVAS de la Guía Didáctica
(por mantener cierta coherencia)

La fuente para todo el CANVAS será Ubuntu

	Tamaño	Formato
Título del REA	18	Minúsculas / Normal
Materia y curso	14	Minúsculas / Normal
Nombres de las secciones	13	MAYÚSCULAS / Negrita
Campos de texto de las secciones	12	Minúsculas / Normal