

TEACHING PROJECT PROPOSAL

OER: 2030 Agenda: Money can buy anything!

Subject: English

Level: 3rd ESO

DESCRIPTION

This OER will improve both English skills and ICT ones by using as a context the 2030 Agenda: SDG 1, 2, 3 & 4.

Students will develop both: key and specific competences. At the end of this project, they will have learnt:

- life necessities
- meaning of living in poverty, hunger, good health & well-being, education of quality and vocabulary related their semantic field.
- to explain information.
- to remember details.
- to skim and scan articles written in not adapted English.
- to identify countable & uncountable nouns and to use quantifiers with them.
- to develop research skills and visual design skills.
- to express ability, permission, prohibition, obligation and lack of obligation and to give advice.
- to use comparative and superlative adjectives.
- to use connectors of opinion, sequence, addition, etc.
- to pronounce sounds we do not have in our native language

METHODOLOGY

- ☐ Cooperative learning
- ☐ Based service learning
- ☐ Projects based learning

CHALLENGE / FINAL PRODUCT

The students will create a video of hope with ideas to recover a country.

They will be able to answer the initial question: **Can money buy anything?**

TASKS

- **1st Task:** writing research.
- **2nd Task:** oral presentation to show becoming self-sustaining and produce your own food.
- **3rd Task:** infographic of a health program.
- **4th Task:** podscat for a radio program about education quality everywhere.

ASSESSMENT

- Rubrics of the tasks.
- Teachers' Observation.
- Learning Diary.
- Self Assessment.
- Peer Assessment.

GROUPS

- ☐ Individually
- ☐ Pairs
- ☐ Small groups
- ☐ Class group

TIMING

11 - 12 sessions
of 50 minutes each aprox

