**UNIT GRAPHIC ORGANIZER**

**SUBJECT**: English Literature **UNIT**: 2 **COURSE**: Seventh

**TEACHER**: Sebastián Guzmán **DATE**: April 12th 2021

**THE INTERNET AND TECHNOLOGY/WEATHER AND CLIMATE**

**TITLE**:

**THROUGHLINES**:

1. Why do people buy things in websites?
2. What kind of advertisements or commercials do you see online?
3. Do you ever worry when using technology? Why or why not?

**GENERATIVE TOPIC**

**LET’S BECOME WEB MASTERS!**

**UNDERSTANDING GOALS:**

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| Students will understand the importance technology has in people’s daily life for carrying out different activities by writing opinions, believes and thoughts regarding such issue. | Students will comprehend environmental and meteorology issues around the world highlighting main characteristics and describing specific weathers from a country or a region. |

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| **STAGE** | **UNDERSTANDING PERFORMANCES** | **TIME** | **ASSESSMENT** | |
|  | **ACTIONS** |  | **WAYS** | **CRITERIA** |
| **Exploration**  **Stage** | - To have a discussion about the internet and technology  - To get involved in games to identify and learn vocabulary from the texts.  - To scan and predict content.  **Synthesis project progress:**  **Week 1 and 2**  The teacher will introduce the project to students in order to be clear with its outcome. The teachers will let students know that the project is going to be worked individually. | 1. **weeks** | 1. Reading for details.  2. Asking prior knowledge to predict content.  3. Understanding key vocabulary  4. Analysing a graph | 1. Uses communication and learning strategies.  2. Participates in oral interaction. |
| **Guided**  **Stage** | - To describe the weather in a country or region.  - To organize sentences.  - To describe a graph  **Synthesis project progress:**  **Week 3 and 4**  Students will start thinking on which app to use in order to develop the project. The students will deliver their first draft to their teachers by uploading it to google classroom.  .**Week 5 and 6**  Students will rehearse, clarify concepts and add the last details to their projects | 1. **weeks** | 5. Writing advantages and disadvantages from video games.  6. Completing exercises using the target language.  7. Finding ideas and supporting details. | 3. Evidences of text comprehension  4. Shows pertinence of message.  5. Uses knowledge acquired. |
| **Learning**  **Evidence** | **Week 7 and 8**  Teacher and students will socialize the students’ website and they will explain the whole process to their classmates and teachers. The teacher will implement a rubric.  **SYNTHESIS PROJECT**  Students will design a webpage in which they will include the description of their favorite video game , writing its main features, highlighting positive and negative aspects. Moreover, the webpage to be designed will be full of features from such game. The aim of the project is to present their favorite video game/ game or app in very dynamic and creative way. | 1. **weeks** | 8. Following steps and instructions.  9. Creating specific material  10. Showing a final outcome. | 6. Uses of resources.  7.Uses of communication and learning strategies.  8. Participates in oral interaction |