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E-LIVE tasks for virtual exchange consist of a sequence of subtasks organised in three phases: preparatory (pre-task), task performance (interaction) and post- task.

Our very own sports!

TASK SUMMARY

Topic	Interculturality through sports (Olympics)
Target group CEFR level	14 years A2
Summary of activities	Sharing interests about sports, play online sports games (E-Sports) together, research rules and history, invent new sports
Learning objectives (intercultural, linguistic, technological and pedagogical)	Intercultural: - compare and contrast cultures and sports - mediate concepts and cultures - group discussions - history of different sports Linguistic: - negotiate and explain rules / arguments - use sports jargon - practice all four modes of communication: reception, production, interaction and mediation - receptive and productive language - use of the Imperative - informal vs formal Technological: - using E-Sports - how to use AI properly - how to use FrameVR/Padlet
Final product (expected outcome)	Create an online game with own rules (rules, which equipment/clothes, which terrain) based on at least three different existing sports.
Tool suggestion	AI, Padlet, FrameVR, TwinSpace, BBB
Has the task been tested?	No
Author(s)/institution(s)	Consortium members: Anna Peris Sancho, Bart Pardoel, Marleen Boogerd Online participants ME Clermont: Catherine Brady, Raquel Sánchez, Abdelilah Khanniba, Paul Céline, Yana Shytyk

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TASK PREPARATION

Task elements	Description of pre-task activities
Preparing for the meeting with VE partner	Introduce themselves and their hobbies, what sports do they play. Introduce themselves as a sports avatar.
Familiarisation with task topic	Look up instances where people have changed rules of an existing sports and create a new sports ; history of rugby vs football / pickleball - background research
Familiarisation with tools	TwinSpace: both school should be part of eTwinning and should be approved beforehand FrameVR: watch videos on ELIVE site about it and go into the world and have a look around BBB: watch videos on ELIVE site about how to use it
Comparing	Compare the most popular and typical sports in their countries on a Padlet

TASK PERFORMANCE (INTERACTION)

Task elements (steps of the interaction)	Description of activities
Discussion	Discussion on which sport to base the new one, each give a list of three sports that they would like it to be and give arguments why.
Collaboration / research	Come up with the rules, which equipment/clothes and terrain. What colours represent the sport and in what country was it originated?
Research	Could it work in each country depending on weather and different climates? Are there adaptations needed for other climates/countries?

POST-TASK

Task elements	Description of post-task activities
Presentation	Present an AI generated photo gallery about the new sports in FrameVR.
End result	Roleplaying the new sport from the perspective / design a game about the new sport (if possible) / Machinima - write a script for a few scenes

E-LIVE task: Our very own sports!

Something you could add if you wish:

- Small task on debunking preconceptions/stereotypes

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