

PROJECT/UNIT 3º ESO: Fair of Nations

SUBJECTS	Biology and Geology	Physical Education	Technology	English
Explanation/Link to the Teacher's Document, Presentation, etc containing the sequence of activities to be done by	Fair of Nations doc Fair of Nations Presentation			
students in class.		3°A: Group information worksheet Lesson plan	The project consists of doing a technological project relating it to some of the countries of the Fair of Nations. Each group can do a different project.	Fair of Nations doc
Link to some of the Students' final Outcome/s: poster, Presentations, video, etc (if any).	Students's Presentation	3°A: Chapita Rayuela Pics and videos		Scotland
Final task/s: short description	Final videos showing the outcomes (for Social networks) Fair of Nations event celebration:			

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		 Students will be of decision about he lapbook etc. They They will include outcome will be used included. Later, on the day displayed and presented. They can also managed 	livided into groups and on they want to prese may also combine them all the information collection, where all the presented by students in the sented by students in the	nt their country: digital p . cted from every bilingual so vious work done in the diffe . all, most, or the best stude eir class to other students f , games or even bring typic	a country. They will make a resentation, video, poster, ubject. In this way, the final erent bilingual subjects will ents' final outcomes will be
Sequence of integenumerate them	ermediate activities (just n)	Conduct a research project focused on the most significant natural areas of the various countries of origin of the students, with the objective of presenting the most relevant aspects of their flora, fauna, and overall biodiversity	3°A: -Investigate and find a popular game in the assigned countryFill the worksheet with basic information related to the gameElaborate a digital document to present the game to other students.	- First, the students have to choose which project they want to do Second, they have to relate the project to one of the Fair of Nations countries. They have to draw in a sheet a sketch of the	- Capital city and main cities Main landmarks: important sites and monuments (historical perspective) Important people: famous people and celebrities, especially women (8th of March).

- Create and design a poster for the practical

project they are going

to build and all the

biodiversity.

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	As a result of this research, each student, either individually or in teams, was required to design a digital presentation to showcase their findings at the Nations Fair.	exhibition of the game in the playground.	materials they are going to use. They build a model of the project. And finally, they will prepare a project report detailing its construction.	- Traditions and Customs: holidays and celebrations, music, gastronomy. etc.
LANGUAGE/COMMUNICATION C 1. Vocabulary	ONTENTS: Biodiversity, flora, fauna, environmental impacts,	Equipment, facilities, action verbs, parts of a training session, etc	Electricity, mechanisms, materials, drawing, etc.	Travel, food, music, jobs, adjectives, verbs etc.



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	scientific concepts related to ecology.			
2. Grammar content/Functional language	Present simple, There is	Present simple Imperative	Present simple. Future.	There is/are Present simple Past simple (biography)
3. Discourse type (narrative, descriptive, instructional, argumentative, advertising, etc)	Descriptive and instructional and scientific discourse	Descriptive and instructional discourse	Narrative, descriptive and instructional discourse.	Descriptive discoursetype mainly.Narrative discoursetype: people's biography
Competencies: - Linguistic communication Competence Multilingual Competence - Mathematics, scientific, technological and engineering Competences Digital Competence Personal, social and learning to learn Competences Citizenship Competence Entrepreneurial Competence.	- Linguistic communication Competence Multilingual Competence - Mathematics, scientific, technological and engineering Competences Digital Competence.	- LCC -DC - PSLLC - CEAC	Linguistic communication Competence Multilingual Competence - Mathematics, scientific, technological and engineering Competences Digital Competence.	LCC -DC - PSLLC - CEAC



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- Cultural expression and awareness	- Personal, social and		- Personal, social and	
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Competence.	learning to learn		learning to learn	
	Competences.		Competences.	
	- Citizenship		- Citizenship	
	Competence.		Competence.	
	- Entrepreneurial		- Entrepreneurial	
	Competence.		Competence.	
	- Cultural expression		- Cultural expression	
	and awareness		and awareness	
	Competence.		Competence.	
Communication Skills (Listening,	All of them	All of them	All of them	All of them
Reading, Writing and Speaking)				
Number of	4 sessions	6 sessions	6/8 sessions	6/7 sessions
sessions:				
Use ofNew Technologies (ICT)/ Use	Yes	Yes	Yes	Yes
Cooperative learning? Yes/No				
Resources	The Internet		Materials and tools at	
			the Technology class	
			and computers.	
Include or describe Final Assessment			■ Rúbrica de Evalu	Rubric Oral Projects
tools: record/observation sheet, rubric,				
etc.				

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