School and video games?

Plan for the lesson

- Working in pairs;

- Reading the text;

- Doing reading tasks;

- Feedback.

The result to be achieved

- to develop knowledge of the role of computer games in the learning process;

- to expand vocabulary;

Pair work (I)

- Task 1 (answer the questions)

1. What video games are the most popular with people your age? Why?

2. What influence do video games have on young people? (think of positive and negative effects)

Pair work (II)

What do you already know about computer games? (True or False - give your opinion)

- Games are engaging.

- Games tell stories.

- Games are meaningful.

- Games are motivating and social.

- Games support active learning.

- Games build skills.

Pair work (III)

- Task 1

Read the text and complete it.

- Task 2

1) choose the hat and read the text according to the description of the hat

2) You have to present – the main idea of the text

- 3 to 5 points that explains the position of your chosen

hat.

White Hat	**Red Hat**
Data, facts, information known or needed	Feelings, hunches, instinct and intuition
Black Hat	**Yellow Hat**
Difficulties, potential problems, why something may not work	Values and benefits, why something may work
Blue Hat	**Green Hat**
Manage process, next steps, action plans	Creativity, solutions, alternatives, new ideas

Feedback

Imagine you are the head teacher of your school and you have to decide whether or not to use computer games in teaching.

What would be your opinion? Why?

Thank you!