



UNIT GRAPHIC ORGANIZER

SUBJECT: Communicative English

UNIT: 3

COURSE: Eleventh

TEACHER: Estephania Castro- Andres Rojas

DATE : July 7TH -2025

THE BIGGER PICTURE- NEW AND IMPROVED

THROUGHLINES:

1. What national issues do you feel concern about?
2. How do you make a prediction based on given evidence?
3. What makes a good advertisement?
4. What kind of propaganda has had an influence in your life?

GENERATIVE TOPIC

WAR THROUGH VIDEO GAMES

UNDERSTANDING GOALS:

The students will comprehend vocabulary about modals, uses of perfect tenses, time phrases, through the interpretation of different readings, in order to have a clear understanding of the given exercises.	The students will understand the perfect modals and conditionals, by listening to short audios, in order to identify the beginning, the middle and the ending of a story.	The students will describe emotions and experiences, by writing some stories in a written file with the features of it, in order to show process and descriptions in a coherent manner.	The students will express ideas by describing experiences and emotions in order to show some previous facts by comparing the tenses in order to explain events in different moments.
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	UNDERSTANDING PERFORMANCES	TIME	ASSESSMENT	
	ACTIONS		WAYS	CRITERIA
Exploration Stage	<ul style="list-style-type: none"> To play videos about global issues. To do speaking activities in order to include new vocabulary such as modal verbs. To play a game which involve all the topics seen during this term as a reinforcement example To work with activities of the book and digital platform. <p>SYNTHESIS PROJECT: EXPLORATORY STAGE Explore the impact of war on history, technology, and society through the analysis of war video games, the development of an interactive simulation, and a reflection on the ethics of war in digital entertainment.</p>	1-2 weeks	<ul style="list-style-type: none"> Sharing vocabulary to be used in different context. Discussing about several facts. Describing narrative tenses components. Developing and revising activity in student book and virtual platform. Organizing work groups according to established roles and functions. Researching the impact of war on 	<ul style="list-style-type: none"> Uses gestures, restates what someone says, rephrases. Uses synonyms in order to acquire and practice new vocabulary. Understands key elements. Listens to details Follows the proper pronunciation and intonation. Shows oral interaction Proposes models to predict the results of their simulation

			<p>human history.</p> <ul style="list-style-type: none">• Conducting a thorough analysis of the war games they have encountered.• Analyzing the impact of artificial intelligence on war video games and their realism.	
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Guided Stage	<p>To read information about global issues to compare how it varies from person to person.</p> <p>To listen to podcasts, speeches and interviews.</p> <p>To solve activities proposed in the course book and into the virtual platform.</p> <p>SYNTHESIS PROJECT.</p> <p>GUIDED STAGE</p> <ul style="list-style-type: none"> • Encourage critical thinking and problem-solving through a reflective analysis of ethics in digital entertainment. • Create an interactive representation of war through a video game or simulation 	<p>3-6 weeks</p>	<ul style="list-style-type: none"> • Contrasting the information given previously. • Implementing the topics seen in classes. • Socializing information. • Designing a simulation that will enhance critical thinking, problem-solving, and collaborative work. This experience will allow students to apply theoretical concepts in a practical setting, involving all areas of knowledge in this degree. • Presenting a pop-up (log or timeline) with all the research activities carried out during the development of the project. 	<ul style="list-style-type: none"> • Uses specific details vocabulary expressions. • Shows functional language. • Uses specific details. • Practices learning strategies. • Follows a sequence. • Shows understanding of key elements. • Takes notes.
Learning Evidence	<p>SYNTHESIS PROJECT</p> <p>SYNTHESIS PROJECT</p> <p>Presenting and supporting pop up, highlighting the programming language to be used in its construction.</p>	<p>7-8 weeks</p>	<ul style="list-style-type: none"> • Students will present and socialize the synthesis project; they also will explain, the facts and aspects in past tenses. 	<ul style="list-style-type: none"> • Uses appropriate vocabulary to give and exchange views, on a range of familiar topics. • Makes a proper use of the time expected for the presentation.