

migrant  
*literacies*



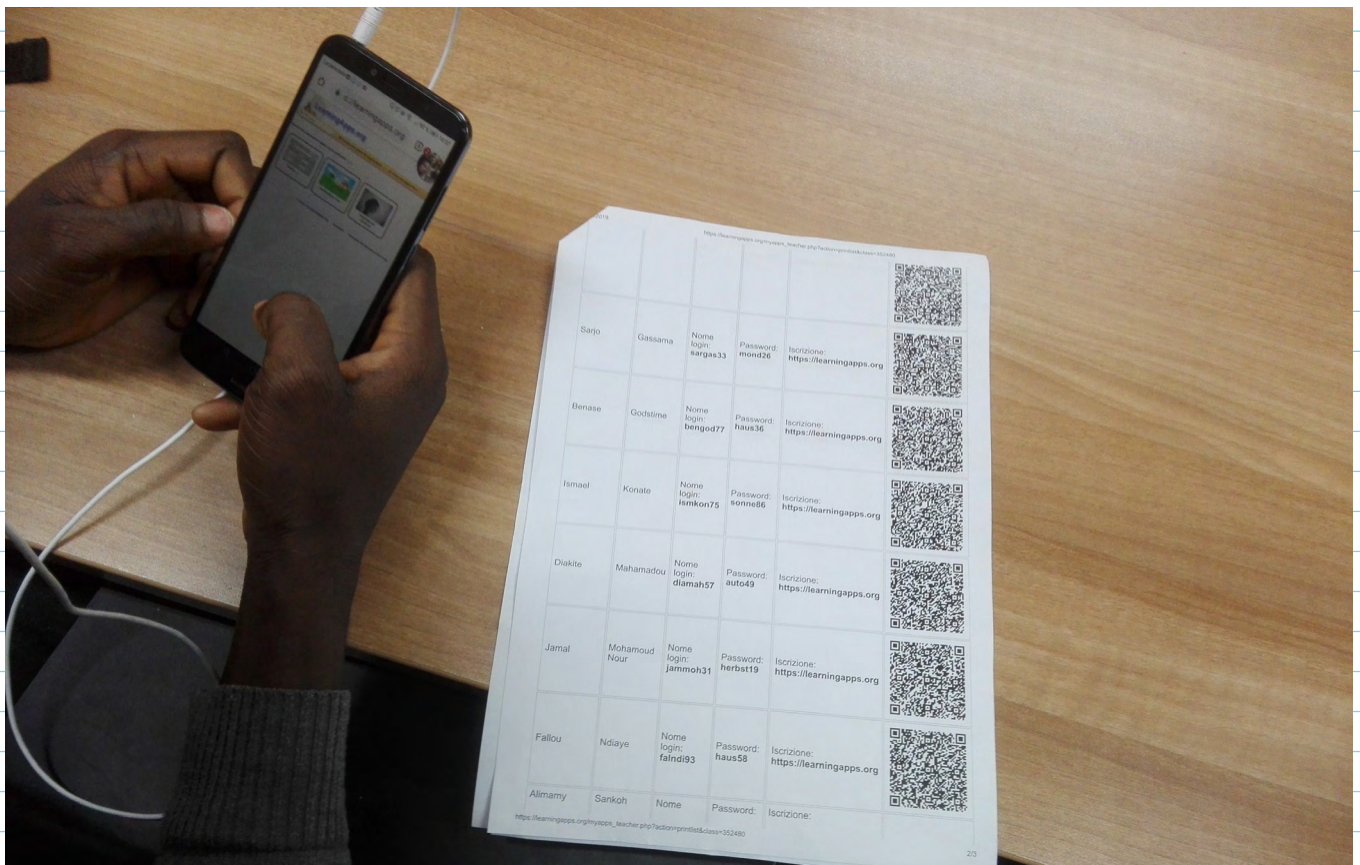
Co-funded by the  
Erasmus+ Programme  
of the European Union

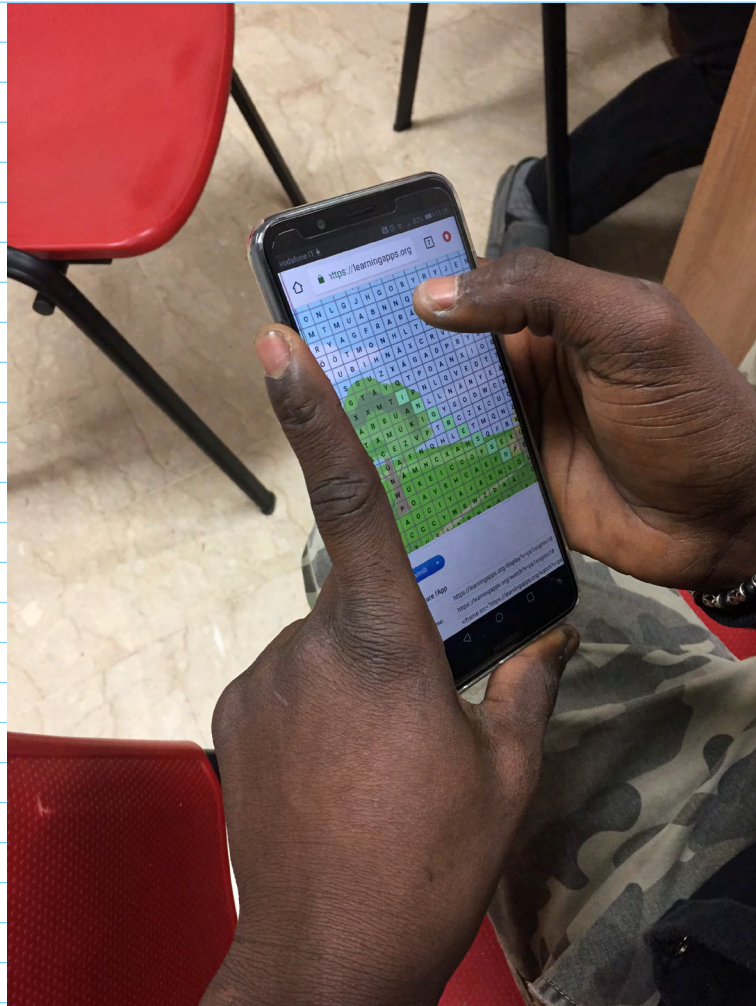
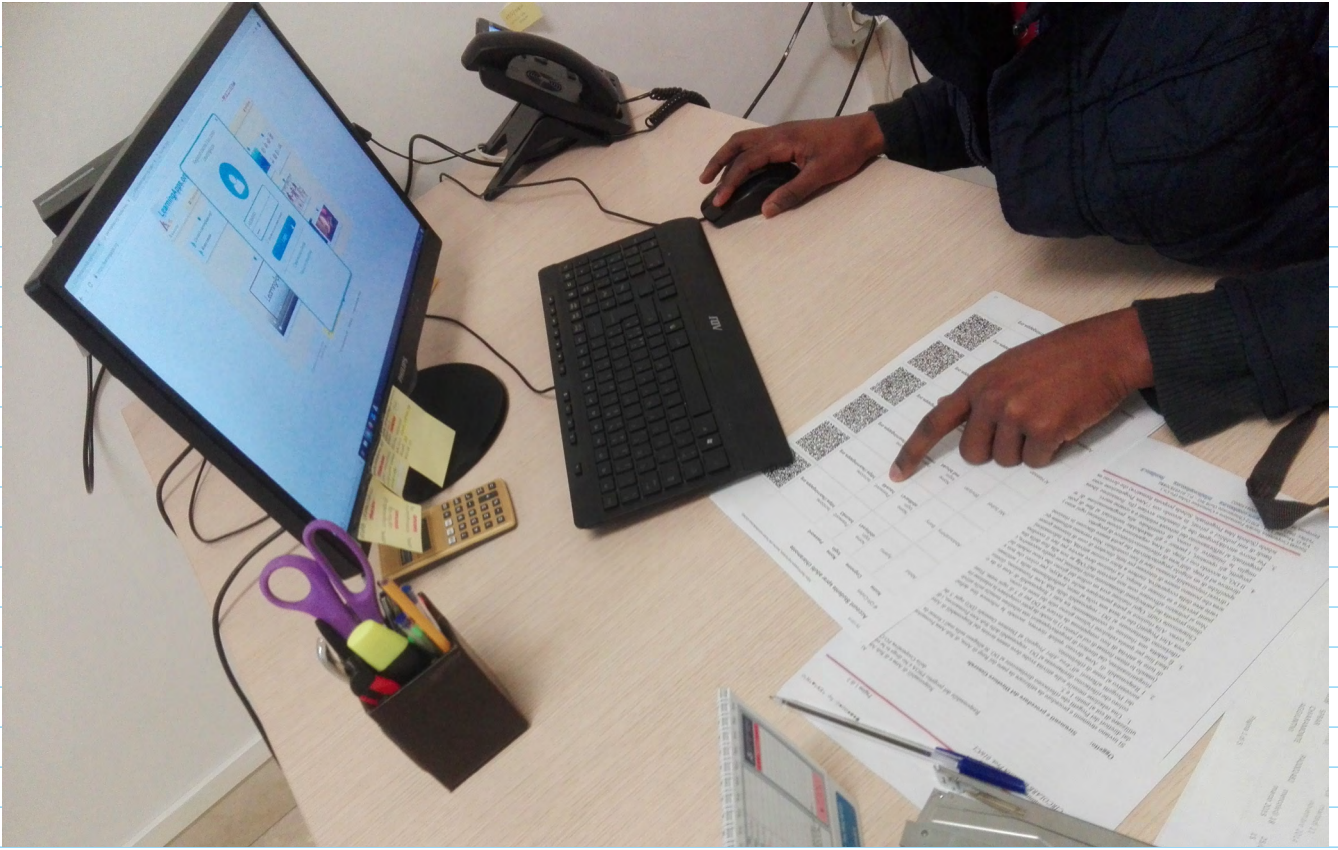
The contents of this publication  
are the sole responsibility  
of the author and can in no way  
be taken to reflect the views  
of the European Commission.

# The House

by Fo.Co. Network

The workshop aims to memorize and recognize the words joined with the house; to be able to create activity using computer or smartphone by themselves. At the end of the didactic unit about the house, students will provide to create games to remind the main words joined with the house using learning Apps to develop also digital skills.





# GENERAL DESCRIPTION

SHORT SUMMARY	At the end of the didactic unit about the house, students will provide to create games to remind the main words joined with the house using learning Apps to develop also digital skills.
TARGET GROUP	Size: 2 groups of 4 students ( 8 students) Age: 18-25 Literacy level: basic Digital literacy requirements : use of computer
TIME	3 didactic unit of 6 hours
FORM	Inclusion in the regular classes
SPACE	Classroom
TOPICS COVERED	House
TOOLS	<ul style="list-style-type: none"><li>• 2 Computer</li><li>• learning Apps</li><li>• smartphone</li><li>• projector</li><li>• QR code reader App</li></ul>
OBJECTIVES	To memorize and recognize the words joined with the house; to be able to create activity using computer or smartphone by themselves.
LINGUISTIC SKILLS	Written production and oral production..
DIGITAL/ MEDIA LITERACY REFERENCE	Use of computer, to be able to make a registration in a web site, use of learning Apps, use of smartphone, to create an email account.

# STEP BY STEP DESCRIPTION

## STEP 1

### Time

25 min.

### Objective

To remember the written form of the part of the house.

### Material

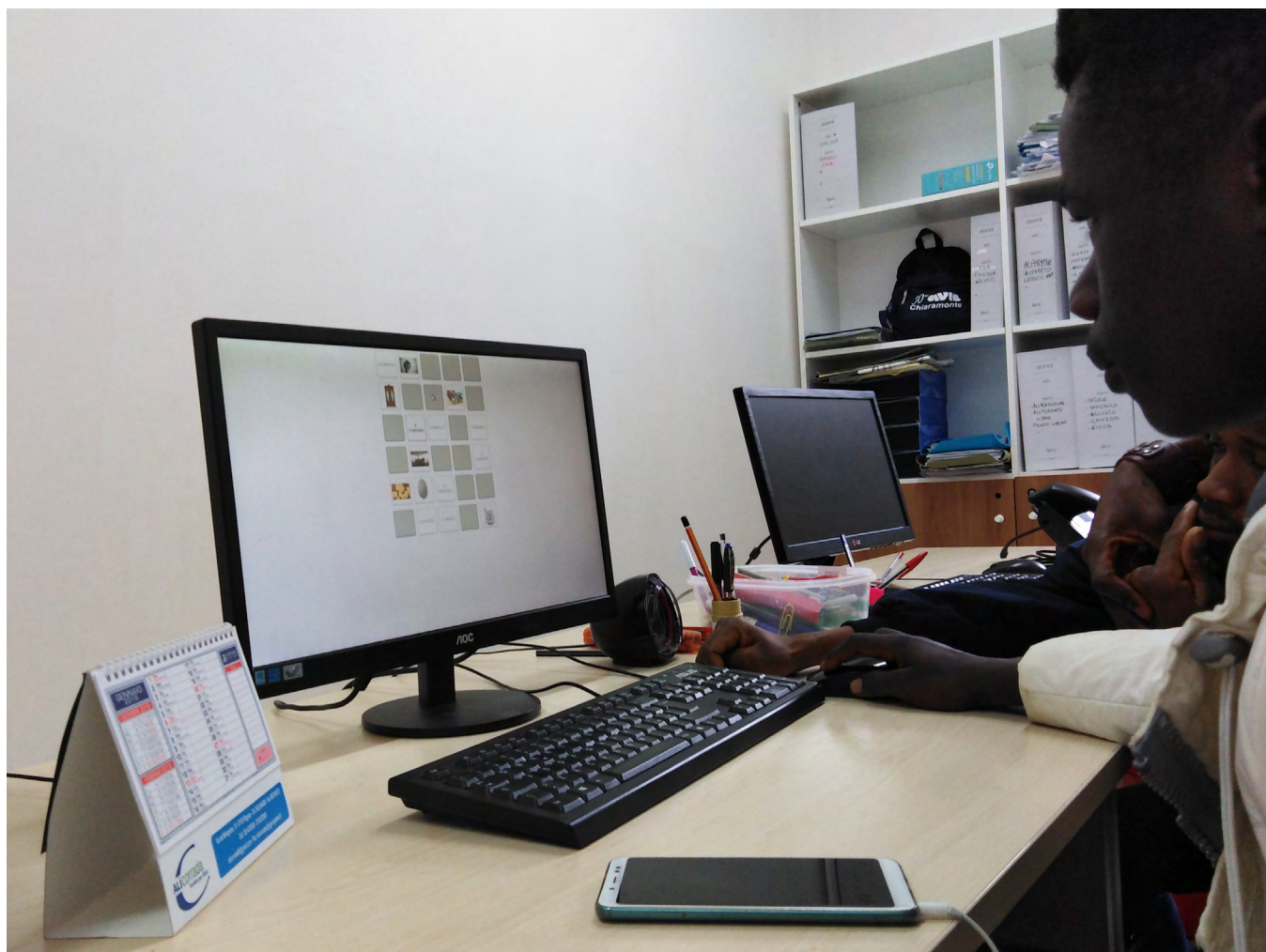
- Notebook and pictures

### Literacy skills

Basic.

### Activity description

Revision of the vocabulary of the house using the materials used during the unit.



---

**Time**

50 min.

**Objective**

To learn how to register in a website and to create a gmail account.

**Material**

- Computer and notebook to take note of the password

**Literacy skills**

Basic computer skill.

**Activity description**

Registration in learning Apps with the help of the teacher. If the students don't have email address we will provide to create a gmail account.

---

**Time**

30 min.

**Objective**

To learn about digital classroom and to get acquaintance on qr code.

**Material**

- Computer
- Qr code reader App
- smartphone

**Literacy skills**

Computer and smartphone skills.

**Activity description**

The teachers create a virtual class and the students are then invited to the class through their qr-code

---

**Time**

45 min.

**Objective**

To be able to find and look for information they need.

**Material**

- Computer and notebook to take note of the main features of the game they want to develop

**Literacy skills**

Basic computer skills.

**Activity description**

Choose of the kind of game they want to create( among puzzle and memory) and observation of all the possibility.

## STEP 2

**Time**

2 hours

**Objective**

To be able to follow instruction to create a game and to revise the words joined with the house.

**Material**

- Computer
- Smartphone for translating words they don't remember

**Literacy skills**

Basic computer skills.

**Activity description**

Create the team game to challenge the opposite group.

## STEP 3

### Time

2 hours

### Objective

To exercise the linguistic skills involving digital skills.

### Material

- Computer
- Smartphone to translate the words they don't know

### Literacy skills

Basic linguistic skills.

Basic computer skills.

### Activity description

Challenge of the 2 team with 2 different computer or with their smartphone.

