



Stage Février 2019 • Mission Game 11 à 15 ans • Technology Time Machine

Summary: Students will discuss the theme of technology and inventions through learning about technology in the past, present, and possible future. They will then use the knowledge to complete tasks which develop their skills in writing, listening and speaking.

Day 1: Back in time

- Introductions and ice-breaker games
- Learn some facts about the Industrial Revolution in Britain
- Match historical inventions to their purpose

Language focus: The simple past tense

Day 2: Technology in the 90's

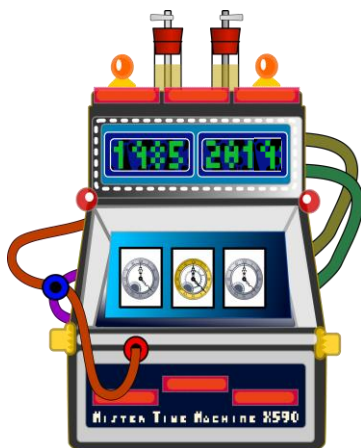
- Read a fact-file about the development of technology in the 1990's
- Discuss the use of technology in a 90's TV show
- Learn about the invention of the internet and discuss its effect on society

Language focus: Comparatives and superlatives

Day 3: Present Day

- Test your knowledge on when technology was invented in the last century
- Complete a class survey and ask your friends how often they use technology
- Role-play selling a new piece of technology

Language focus: Present tense



Day 4: Back to the Future

- Complete activities based on the trailer of a popular American movie
- Play the 'If' game
- Write about what you would do if you were an inventor

Language focus: Clauses using *if*

Day 5: Invent your own technology

- Review and consolidation of the week
- Design your own future invention
- Present this invention to the class

Language focus: Future tense