SPORTS

Level: 3º Primaria

**Didactic objectives:**
- To identify the pronunciation of vocabulary about sports.
- To express abilities.
- To understand oral and written messages in communicative situations.
- To get general and specific information from oral and written texts.

**Vocabulary:**
- sports: football, basketball, tennis, swimming, skating, rollerblade, baseball, cycling.

This unit is about sports. There are different activities in order to learn not only vocabulary but also the expression of abilities.

In each screen there is a “**Task**” button to tell the students what to do in that particular activity. There is also a “**Help**” button so that our learners can get help if they have difficulties to complete the task.

The structure of the unit is lineal. The scenes of this unit are as follow:

**Introductory screen**
In this screen, students can listen to the sounds of the sports that they are going to learn. Moreover, you can see the credits of the unit and contact the author.
1. Presentation
   In this scene, the students listen to the dialogues of some people related to their favourite sports.

2. Memory game
   This scene is about a memory game. Learners have to find pairs (pictures and words).

3. Put the words in their correct places
   In this screen, students have to put the words related to sports into the correct box. Later, they can check them.

4. Matching pictures and words
   In this scene, our students have to match the words with the correct pictures.

5. Matching sounds and pictures
   This scene is the same that the last one, but instead of pictures there are voices.

6. What can you do?
   This scene consist of some questions about what our students can do. They have to answer using Yes, I can or No, I can't.

7. Famous people
   Here there are some important sportsmen and women. Children have to match these famous people with the sport that they practice.

8. Hang-man
   This is a well-known game for our learners. It is very funny. They must click on the letters to guess the word using the alphabet. They are only allowed two mistakes for each
9. Test
   Each didactic unit must be evaluated. This test is based on the capacity of remembering some dialogues in the previous listening activities.

10. The end
    This is the last scene. When students come here, they have completed all the activities.