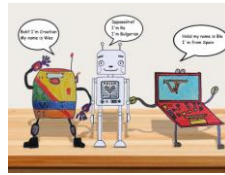




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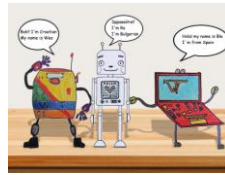
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2016-1-ES01-KA201-025397

**WM example to create the
educational content:
Name Game**



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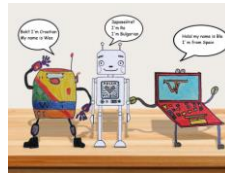
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Description of the game

Title

Main objective – knowledge about the educational content

Additional objective – knowledge about memorize/calculation/Listening/etc.

Aims: To develop and practise:

- **vocabulary:** words connected with _____
- **curricular work:** English, Maths, European,...
- **integrated skills:** listening, speaking, reading, writing
- **students:** maxim 5 teams (3 o 4 o 5 students by team)

Age: Kindgarden(4-6 years)-Primary (7-11 years)

Level: Low/Medium/High (depend on the content)

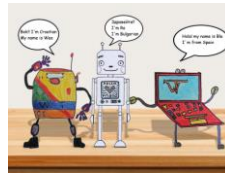
Time: X minutes approximately

Description of the idea

In this lesson, students will learn _____



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How to create the content

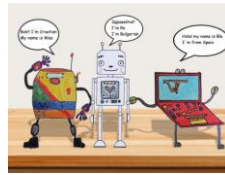
What information do you need to create and send by e-mail/dropbox?

***Mandatory:**

- The picture's name is equal the digital object name
- Image format .png (1000*750 pixels)
- Font: Comic Sans
- If you want to send us audio, for example, motivational feedback or sentences said by the students, you can upload in format .wav



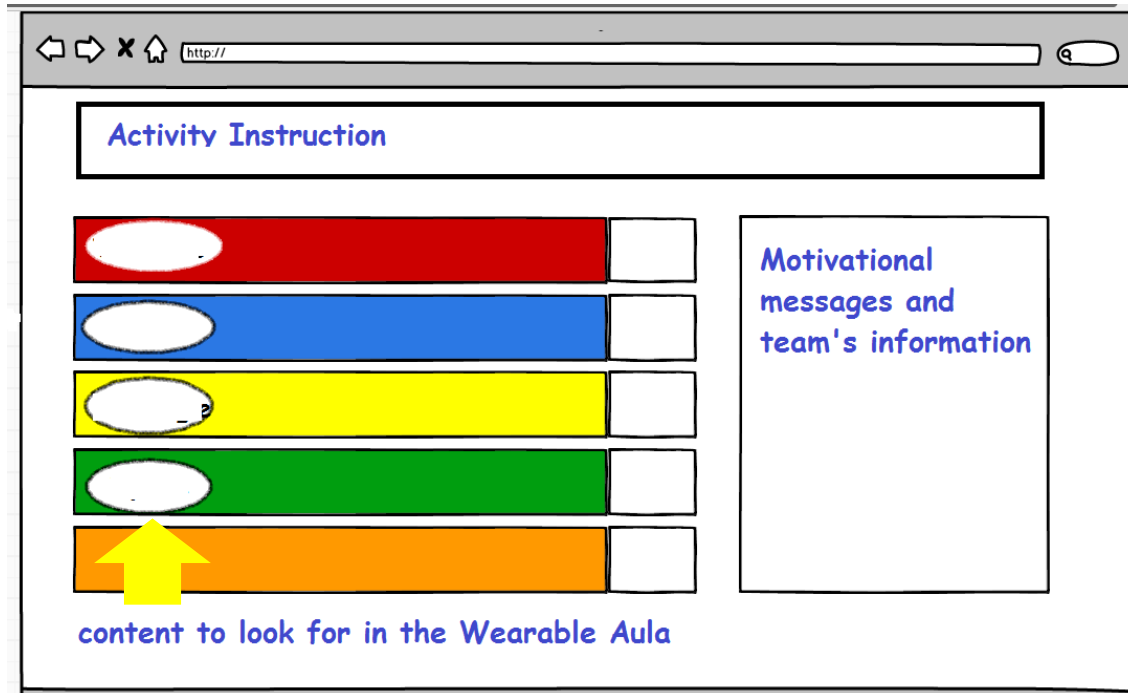
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1° phase: Associative part



Title: _____

Instruction: _____

Content game: (Words per team)

The **name must to be the same in the picture*

****Level:** It depends on your criteria. This can be the content of the game, by the number of objects, the age of the students*

For example in this game:

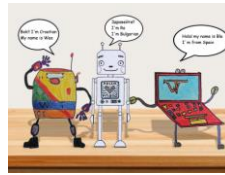
Level 1: It depend on the content. (The most famous and well-known cities)

Level 2: It depend on the content. (The lesser-known cities)

Level 3: It depend on the content. (The most difficult and lesser-known cities)



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Clues: It is a way to recognize the level of the smartobject in the Wearable Aula.

- Low: (It is indicated by a smiling green face. Refers to the easiest content to know)
- Medium: (It is indicated by a smiling orange face)
- High: (It is indicated by a smiling green face. Refers to the most difficult content to know)

Red team: _____

Level 1: __, __, __, __, __ (5 words)

Level 2: __, __, __, __, __ (5 words)

Level 3: __, __, __, __, __ (5 words)

Blue team: _____

Level 1: __, __, __, __, __ (5 words)

Level 2: __, __, __, __, __ (5 words)

Level 3: __, __, __, __, __ (5 words)

Yellow team: _____

Level 1: __, __, __, __, __ (5 words)

Level 2: __, __, __, __, __ (5 words)

Level 3: __, __, __, __, __ (5 words)

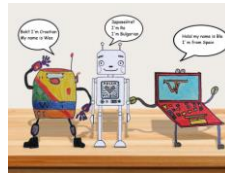
Green team: _____

Level 1: __, __, __, __, __ (5 words)

Level 2: __, __, __, __, __ (5 words)



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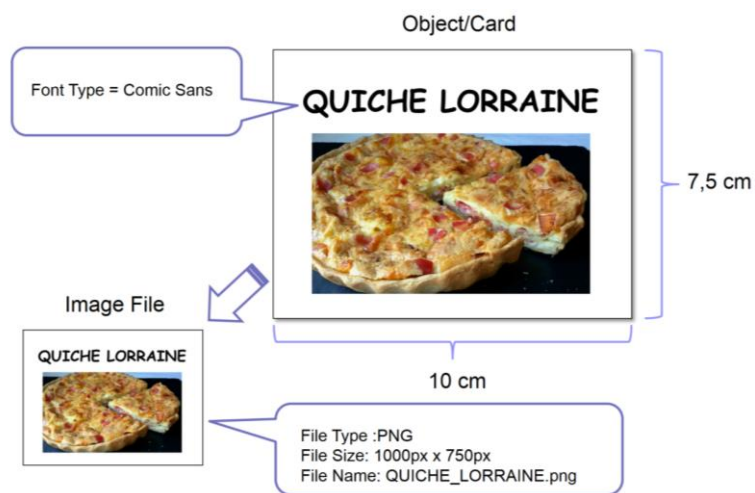
Level 3: __, __, __, __, __ (5 words)

Orange team: _____

Level 1: __, __, __, __, __ (5 words)

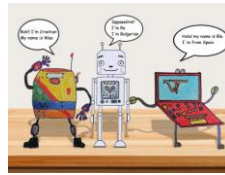
Level 2: __, __, __, __, __ (5 words)

Level 3: __, __, __, __, __ (5 words)

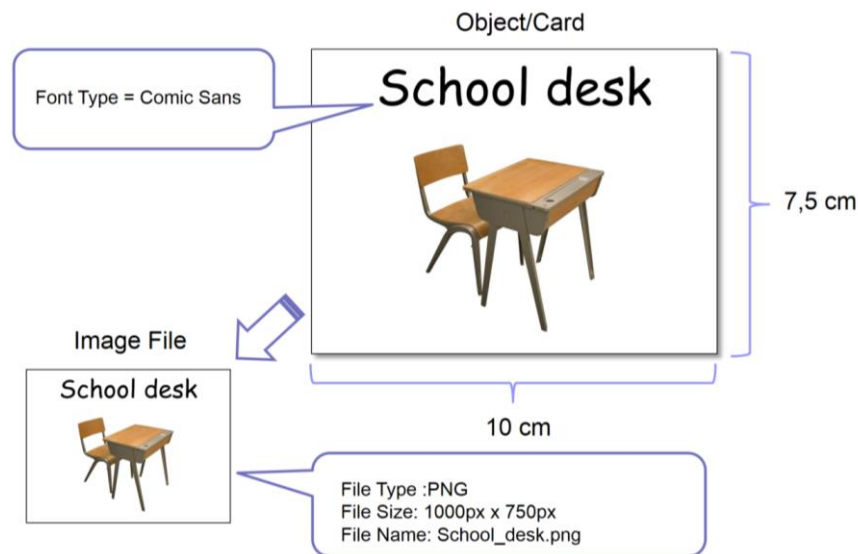
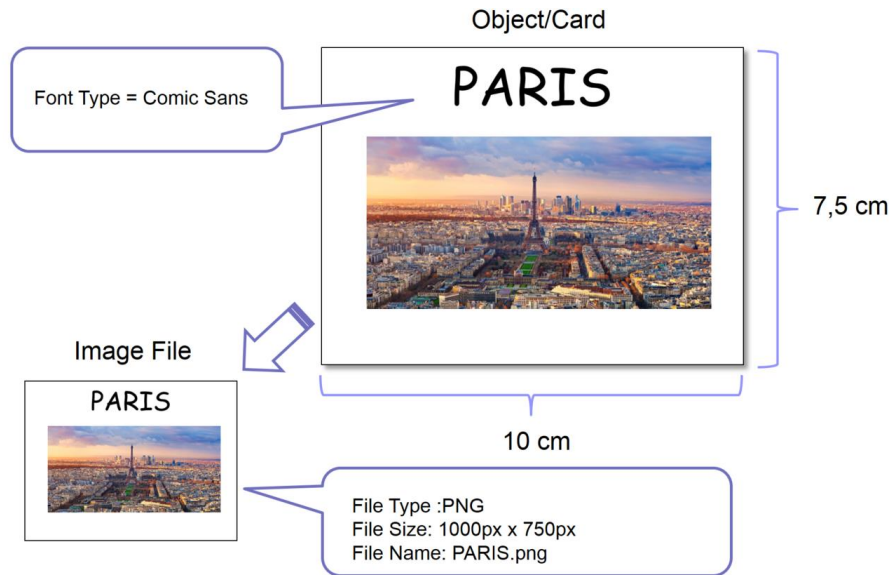




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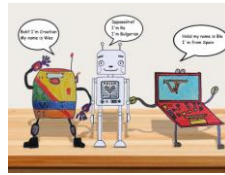


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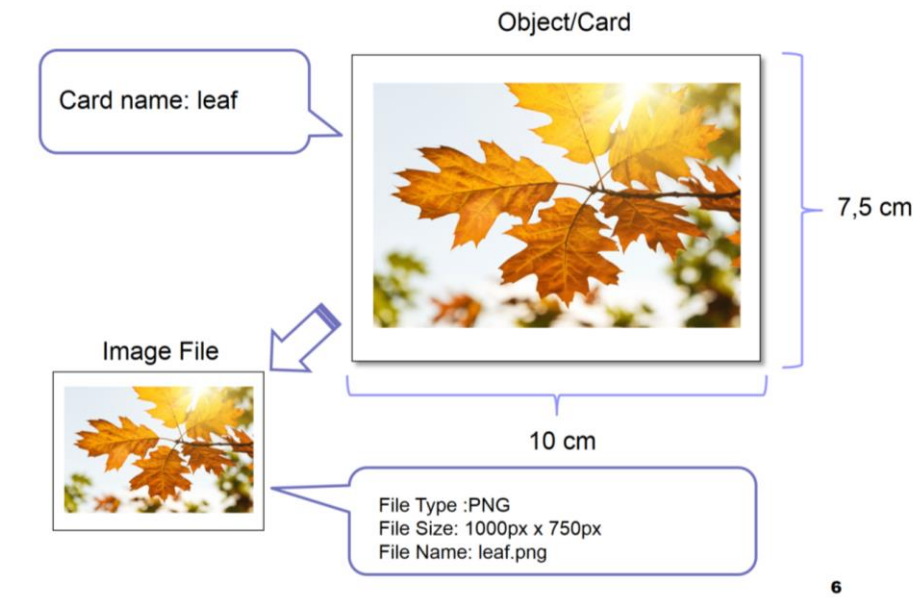
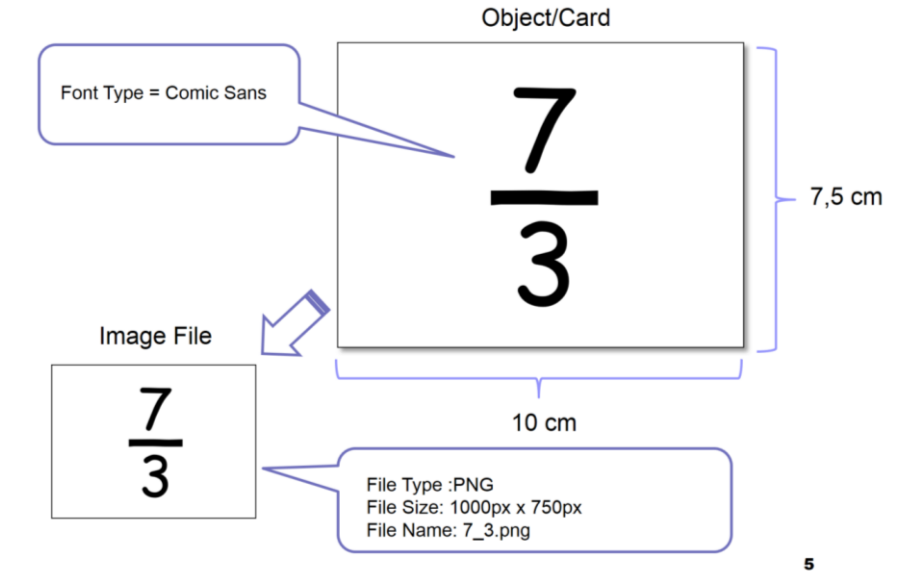




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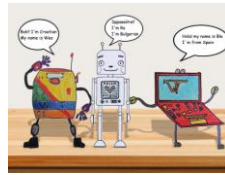


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2º Phase: Collaborative part

The screenshot shows a digital interface for a quiz. At the top, it says "European Game Quiz" and "Make groups and answer the questions!!". Below this is an illustration of three robots in a landscape. The main content area is divided into a yellow section for questions and a blue section for feedback. Callout boxes point to these elements: "Instructions" points to the top text, "Game Title" points to the title, "Questions" points to the question text, and "Motivational Feedback" points to the feedback text.

Title: _____

Instructions: Make groups and answer the questions

Images: It can be the words used in the 1º phase. (Indicate it)

Content game (words per team):

(Example, the teacher can create the collaboration between teams, indicate it)

1. Question: _____, Answer: _____

2. Question: _____, Answer: _____

Motivational feedback (It is optional, the teacher can add it):

Congratulations
