VI. Standards and Goals

Various standards will be met by completing this multimedia project. The standards are divided into District and Ohio Benchmarks, and Technology Standards (NETS for Students). The numbers used correspond to the numbered objective in the curriculum mission and goals handbook.

District Goals and Standards:

Goal 1: To enable learners to communicate in a foreign language for multiple purposes, in a variety of modes and within a wide range of cultural contexts.

Goal 2: To enable learners to demonstrate knowledge of world cultures, develop an appreciation of cultural diversity and expand awareness of their own language and culture.

Goal 3: To enable learners to expand opportunities to use language by connecting with other disciplines, accessing authentic information through authentic language sources and by interacting in the global society.

Instructional objectives: The learner will…

1. discuss current events

4. be able to discuss information concerning the major cities of the target culture

7. use appropriate verb tenses

Performance objectives: The learner will…

1. locate on a map significant sites and discuss the importance of a major city of the target culture
Ohio K-12 Benchmarks: The learner will…

A. interact using extended spoken, signed or written communication by providing and obtaining information
D. give and follow a series of complex directions
E. interact in a wide range of situations using culturally authentic language and gestures
F. follow complex oral, signed or written directions and requests
H. analyze information from a variety of oral, written and visual sources by summarizing, critiquing and explaining texts
I. create presentations on a range of original or authentic expressive products
J. present information and ideas on a range of topics

Technology Standards (NETS for students):
1. Basic operations and concepts
   • Students demonstrate a sound understanding of the nature and operation of technology systems.

2. Social, ethical, and human issues
   • Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

3. Technology productivity tools
   • Students use technology tools to enhance learning, increase productivity, and promote creativity.
   • Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

4. Technology communications tools
   • Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

5. Technology research tools
   • Students use technology to locate, evaluate, and collect information from a variety of sources.
6. Technology problem-solving and decision-making tools
   • Students employ technology in the development of strategies for solving problems in the real world.

VII. Spanish Goals

The goals for Spanish III are:

1- Employ critical thinking skills to solve the problem of participating in a successful trip abroad
2- Research primary sources in regards to the particular areas of Spain
3- Analyze the various uses of the metric system as used in Spain
4- Examine authentic materials from the target language
5- Translate all necessary materials into Spanish or English where applicable
6- Examine authentic recipes for the various regions to be visited in Spain

X. Board Game

   The board game is called Geografía de España and can be played with two to six players or several groups. The object of the game is to reach the desired destination or region according to the color chosen by each player or group. There are six colors that may be chosen: red, light blue, purple, green, yellow and dark blue. Each player or group will take turns and spin the spinner to find out how many spaces the playing piece may move. Upon landing on a space, a color-coded card matching their region will be drawn. If a question card is drawn, a question will be asked concerning any one of the regions and must be answered correctly within 10 seconds in order to move ahead. If the question is answered incorrectly or not answered, the player or group must move back two spaces. Each colored deck contains 30 cards consisting of four questions from each
of the six regions and six wild cards. The wild cards are as follows: (1) move back three spaces, (2) move forward one space, (3) lose a turn, (4) spin again, (5) wild card to be used in case the player does not know the answer to the question; it may only be used once, and (6) go back to start. To arrive at the destination, the spinner must show the exact number needed to land on the region and the question must be answered correctly. The first player or group to arrive at the destination region is the winner. Group rules differ in that each person must take a turn, in order, at the spinner. If a question card is drawn, the group may discuss the answer, but the spinner must verbally provide the final answer within 15 seconds or the turn is forfeit. If a turn is forfeit, a penalty is imposed and the playing piece must move back two spaces.

Game Board: