THE
Pedagogy
RESOURCE HUB

Angie Leung & Kelly Ho - Tak Oi Secondary School

BACKWARDS PLANNING FOR THE FUTURE

GALLERY WALK

Walk around the room to hear about the 4 parts of the unit.

Can you guess the order?

UPDATED UNIT PLAN

	Week 1	Week 2	Week 3	Week 4	Week 5
Guiding questions	*How do you think technology will develop in the future?*	*What is in store for the future of gaming?*	*How can technology help people within society?*	*How can you engage your audience from the opening?*	*How can you use your learning from the unit to edit and polish your feature article?*
Activity 1: **ENGAGE**	**Images (eg. p38)** (eg. robot teachers, payment with facial recognition etc.) See-Think-Wonder	Play a **VR game**/ show a game you have played before to your group. HL: See-Think-Wonder LL: Wonder: Write as many questions as you can about gaming in 3 minutes. *Eg. How is gaming changing?*	**Images:** eg. robots in hotels and old folks homes, foods, school, transport. Students choose group.	**Design:** Ss choose a social issue and design an app, game or device to address this issue.	**Writing:** Feature article (Future gaming, hotels & own choice)
Activity 2: **EXPLORE**	**Prediction:** Article: Fun in the Future Pre-reading: predict by being given statements **(eg. p41, 42 or 46)** to expose to key vocabulary and agreeing disagreeing	**TL:** In pairs, choose your favourite questions to ask a real life game developer. Add in more information using who, which, that (Integrating relative clauses into questions.)	Research and present: Watch videos about future eg.https://www.youtube.com/watch?v=4qOCnCu179l Choose a way to present findings: song, poem, drama, experiment, demonstration eg. trying food.	Ss present. Ss choose a topic. Which topic would you like to delve into?	Peer feedback (2 stars and a wish)

WHAT OUR STUDENTS LEARNED...

Miss Kelly Ho + 23 · 4h
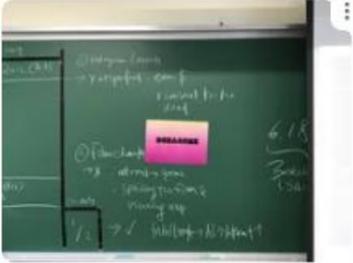
S.3 Future Living
How will our future life look like?
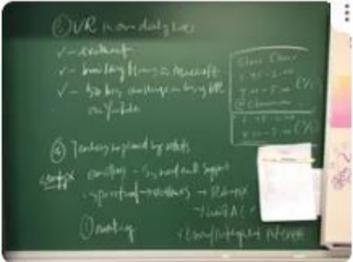
Act 1: See-Think-Wonder
Picture 1
♡ 0   💬 0
Add comment

Picture 2
♡ 0   💬 0
Add comment

Picture 3

Act 2: Four Corners
♡ 0   💬 0
Add comment

♡ 0   💬 0
Add comment

Act 3: Dictogloss (Para 4)
Group 2
In gaming industry, there is a technic called VR which players can play in a 3D world that is completely created by computer graphics. However, a game dev Mark idk claims that a new technic, AR, will become more popular in 2035. AR can put digital characters into real life situations. Like sort of the popular game Pokémon go back then, famous for catching cute monsters on the street. We may be able to meet super realistic superheroes or even chat with them in your living room in the future
♡ 4   💬 0
Add comment

Group 1
Now, virtual reality games are common which is 3D environments created through computer graphics. However, in the future, Adrian Mak (?) proposed that AR (argumented reality) will become more common by the year 2035, popular examples include Pokémon GO where we can collect cute digital creatures that can also be

Noticing – Language
Questions to think about
1. While you re-create the text after listening, what language patterns did you use?
2. What's the function of language pattern?
3. How's the language form?
4. Give one example of the lang pattern
♡ 0   💬 0
Add comment

grp3
1. we used modal verbs, active and passive voice and relative clauses
2. to make the paragraph more interesting
3. subject+clause
4. where digital pokémon characters exist in real life
♡ 0   💬 0
Add comment

Group 2
Relative Clause:
"which","as"
Function:
Explain the reason of something

Text 2 – Understanding the gist
Guidelines
1. Work with your group members
2. Read para 3 & 5
3. Use **one** sentence each to summarise the main idea of the paragraphs.
♡ 0   💬 0
Add comment

Grp8
Para 3: Artificial intelligence may allow us to interact with film characters and change how a plot develops.

Para 5: You might also enjoy a concert by a singer who is no longer alive.
♡ 0   💬 0
Add comment

Grp 5
3 : With the development of technology, we might be able to interact with characters in movies with the help of AI in the future

Language (Application - rewriting)
Guidelines
Select 1 piece of information from para 3 & 5 **respectively**, and turn it into a relative clause.
♡ 0   💬 0
Add comment

grp 3
Para 5: You might also enjoy a concert, which uses holographic technology, by a singer who is dead.
♡ 2   💬 0
Add comment

Grp4
5. Holographic (technology), which can project a realistic, moving 3D image onto stage, has been used in different concerts.
♡ 2   💬 1
2A11 Li Hoi Tung s210060 6mo
It's holographic technology my bad
Add comment

Group 2

Revisiting Reading Skill - Views & Attitude
Focus on paragraph 6
(i) What does this paragraph suggest about writer's attitude towards the technological advancement?

(ii) What does 'perhaps, simple things are the best' suggest about writer's view towards the technological change in our daily activities?
♡ 0   💬 0
Add comment

Group 1
1) Negative
2) We can tell through the author saying that "simple things are the best" that the author does not want the complex and highly technological things in the future and that we should long for the simple joy of enjoying small things like traditional board games and old films.
♡ 1   💬 0
Add comment

Group3

WHAT OUR STUDENTS LEARNED...

Interview Questions

Interview questions
Each group suggests 4 questions covering the four focuses of the interview with Vin.

♡ 0   💬 0
+ Add comment

Group 2
1. What difficulty did you face
2. What goal do you have for your games
3. How did you get into the path of game developing
4. How do you get ideas to make your games

♡ 0   💬 0
+ Add comment

Group 4
What makes you want to be a game developer and what difficulty you have faced while you are trying to be a game developer?

What kind of feeling you have when you have to face some criticism towards your game?

Preparation for Interview

Post-video discussion
1. How does James Corden phrase his questions?
2. What's his tone & style in the interview?
3. What makes an effective interview?
4. Did you identify the structure of an inteview?

♡ 0   💬 0
+ Add comment

Group 4
1. TBC
2. Joyful, playful
3. to ask a question after he responds the previous question
4 introduces👉 questions+responds*4👉 conclusion and thank them

♡ 0   💬 0
+ Add comment

Grp 6
3. He called the person's name who are going to answer the following question.
4. He asked the members of

Post-interview (Summary)

Short Writing (GE) question
Short Writing –
R.C & Reported Speech

Write a short summary of the ideas shared by Vin. The writing should be about 150 words, and also include at least THREE relative clauses. You may include the following:

• fact(s) you learned about Vin
• interesting idea that you got about the gaming industry
• lesson(s) learned from Vin's sharing (e.g. personal qualities to achieve a goal, ways to overcome challenges etc.)

♡ 0   💬 0
+ Add comment

Sample for reference
Sample summary

It was a great experience to have a chance to interview a real-life game developer. Vin shared with us a lot of his experiences in the gaming industry and here I've summarised a few inspirations from his sharing.

First, in the interview he told us about how he started his career. It was the time when

♡ 0   💬 0
+ Add comment

Language: Application (R.C.)

Guessing Game for the class
1. Work on your group, think of a topic (e.g. a person / an object / a place ...etc)
2. Write at least THREE descriptions to give hints to your classmates.
3. Use THREE different relative pronouns/adverbs

♡ 0   💬 0
+ Add comment

Group 1
1) The person who doesn't wear glasses, is a teacher at our school.
2) The person, that is very kind, has long hair.
3) The teacher who we're referring to, is married.

♡ 2   💬 1

👤 2A27 Tan Mau Ying, Miriam s... 5m👍
Ms Katie Cheung😊
+ Add comment

grp 3
That dude whose car has a splat of bird poo is a driver

Feature Article - Introduction

Exploration

The future of travel: 10 concepts that will change the way we experience the world

[PDF] Feature Article opening Samples

Instructions:
1. Select 3-4 openings to read in your group.
2. Identify **3 features** of writing the opening / hook / introduction of a feature article. Share your ideas here.
3. Choose 5 useful phrases that you can use in your feature article.

♡ 0   💬 0
+ Add comment

Group 4
1. Ask a serious of questions.
2. Create an imaginary situation.
3. List out a few vocabulary about the topic.

1. Imagine this

Gallery Walk - 6 Aspects

Hospitality
1. Tuya Assistant (China) (https://www.youtube.com/watch?v=cKF0Vs96xI0)
2. Japan hotel (https://youtu.be/knuGcSR8Gds?si=MaCq6LNXQO3P1BUA)

♡ 0   💬 0
+ Add comment

Healthcare
1. Home=hospital? (https://www.youtube.com/watch?v=cpemR_koQuk)
2. Future of health care (https://www.youtube.com/watch?v=jh5U5BnpGN8)

♡ 0   💬 0
+ Add comment

Film industry
1. Immersive cinema (https://www.youtube.com/watch?v=DE1fCMQ9ICs&t=58s)
2. AI more aspects (https://www.youtube.com/watch?v=1H69CTDLfDE)

THANK YOU!

ANY QUESTIONS?