

Activity Name: “Tavin’s story”

SDG focus: SDG 17

Aims

- To think and reflect making general ideas from understanding and connecting them in a story.
- To make them take decisions and give responsibilities working in groups to promote cooperative work (SDG 17).
- To raise awareness on SDG 17.
- To foster dynamic communication through our students in a more motivating way introducing a reading activity as a part of a game.
- To create an illustrated tale and make students owners of a common project
- To have fun and not be afraid of English.

Language focus

- Written comprehension.

Creative focus

- Drawing interpretation.

Level: A2

Age: 12-13

Time: 10 minutes

Preparation

- Activity 1 must have been done before.

Procedure

- Students will connect every draw they did with each scene of Tavin’s story.
- This will be used as a calm down activity where pupils discuss and agree matching what they read, see and think.
- Doing this they also create their own illustrated story making them owners of a common project and creating a cover all together.