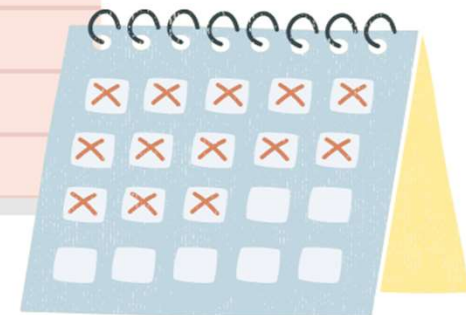
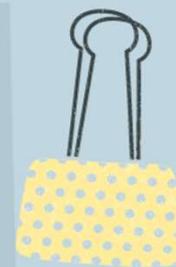


Nombre del proyecto: *Big Game Show*  
Equipo: *English team*



## Objective:

To offer alternative spaces of interaction with the language in order to expand the learning process, not only through what we teach and learn in the classroom, but also through what is learnt in other subjects.



# When / To whom

2° Period

May 15th-19th

- Students
- Parents
- Teachers
- School Staff





### **Musical**

- Grades: Kinder, 1st & 2nd
- Opening: Elements based (avatar-wise) musical & circus buds.
- 7-8 AM Elementary coliseum.



### **Selling stalls**

- Grades: 3rd, 4th & 5th
- Different stalls with food, toys, souvenirs.
- 9-10 AM. Secondary coliseum.  
Public: 6th, 7th & 8th



### **Gaming stalls**

- Grades: 6th, 7th & 8th
- Stalls with gambling games
- 11-12 AM. Secondary coliseum  
Public: 4th, 5th, 9th, 10th & 11th



### **Tv show stalls**

- Grades: 9th, 10th & 11th
- Each grade creates a tv show game in-class. Teachers choose the best two from each grade, and those Will make it to Game Day. The chosen games will award points for the other sts. and the big winners will play the grand finals

# *Activities*



# What will it be evaluated?

- Vocabulary and structures related to the circus, games, trivia and TV shows
- Participation and commitment
- Presentations
- Creation, design and instructions of games
- Teamwork & preparation
- Spelling Bee





