



The **LANGUAGES (English)** lesson plan provides teachers and students with the opportunity to investigate the impact climate change is having on the environment through classroom activities.

SUBJECT MATTER (SCHOOL DISCIPLINE / LEARNING AREA)– The
LANGUAGES

LESSON- At the mountains – a virtual trip

OBJECTIVE - Integrating environment and climate change subconsciously to the learning outcome *At the mountains – a virtual trip* using digital games' web 2.0 tools. Thus, the students will be able to learn about *At the mountains – a virtual trip* consciously while they are raising awareness on the environment and climate change subconsciously using digital games. These games can be applied to indoor and outdoor learning environments, distance and traditional (face-to-face) classrooms.

Learning Objectives of the lesson:

Upon completion of this lesson, students will be able to:

- formulate a short picture description within the context of mountains related vocabulary;**
- recycle or extend previous language work on the topic of mountains related vocabulary;**
- provide opportunities to use the language in speaking and writing;**
- raise learners' awareness of some of the features of mountains related vocabulary and encourage creativity;**
- develop planning and teamworking skills;**

Learning outcomes and environmental awareness and climate change implications –

Students will gain a broad understanding of nature (trees, mountains and rivers), examining why nature is essentially all the things in the world (and the universe) not created by humans.

The lesson will give students the opportunity to understand how humans encroach more and



more into nature. Students will have the opportunity to discuss and express their opinions on issues such as the importance of nature, how nature is being harmed by humans and how nature can be protected. The outcome is to develop awareness about the need to protect nature.

Description of the game and activities and technical specs: The digital game will consist of identifying and classifying environmental deterioration which involves changes in the natural resources due to human actions rather than some natural cataclysm: land-slides, deforestation, degradation of coastal resources as a result of development without environmental accounting.

Key points for the teacher to underline: acquisition and expansion of knowledge about mountains related vocabulary as well as about natural phenomena, issues, rules and processes; sensitivity towards environmental concerns.

INSTRUCTIONS/ PROCEDURES

Teacher- Question 1 – How do we prepare for a trip at the mountains?

It is assumed that students already have some familiarity with present tense and past tense. The lesson supports vocabulary development, including mountain collocations with go/come/do/ cross, and listening and speaking skills, An optional activity related to the places where people do various mountain activities could also be included.

Activity 1

The digital game – holidays on the mountain- the game is designed for the students to match words with the pictures in order to consolidate their mountain related vocabulary.

Web 2.0 tool digital game model: group assignment <https://learningapps.org/1617707>

Teacher – Question 2 –What is International Mountain Day?

The teacher explains what International Mountain Day means (e.g. the day was designated by the United Nations General Assembly to celebrate International Mountain Day on 11 December. According to the UN, "Mountain host about half of the world's biodiversity hotspots



and 30% of all key Biodiversity Areas.") and about its importance (e.g. International Mountain Day raises awareness about the threats and needs to protect the avalanche. Their conservation is the key factor for sustainable development Due to climate change and overexploitation, mountains are under threat. The conservation of mountains is a crucial factor.

Activity 2

This digital game is designed to challenge students to match columns with information from a previously read text, using the correct words. This will enable students to actively engage in consolidating their mountain related vocabulary and also gain awareness and action for the protection of the environment.

Web 2.0 tool digital game model: matching columns game -
https://www.educaplay.com/learning-resources/9841140-past_perfect.html

Teacher - Question 3 – What is the importance of mountains in our lives?

The teacher presents a video/ shows a presentation about the importance of mountains in our lives (e.g. More than half of humanity's everyday life relies on mountain freshwater. 80% of the world's food is supplied by 20 plant species and six of them originated and have been diversified in mountains namely maize, potatoes, barley, sorghum, tomatoes, and apples; Mountains create rain forests and deserts. They store water on snowy peaks and release it in rivers that make valleys green and fertile. The flowing water can be harnessed to manufacture electricity. People climb mountains for recreation. Mountains are not only important for inhabitants but also for millions of people living in lowlands. They are the sources of the world's major rivers and also play a crucial role in the water cycle. People need to understand the role of mountains in the environment and their impact on life.)



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Activity 3

The teacher will describe the following digital game – the mountain story- students use expressions of certainty when discussing events likely to happen in the future, related to mountains and humans.

Web 2.0 tool digital game model: cloze text <https://learningapps.org/16403955>

Follow -up discussion

To check students' understanding of mountain related vocabulary. To assess their intake of information to ensure they took notes and have an understanding of sustainable mountain tourism and extend their understanding of lexis connected to mountains, climate change and environmental issues, improve understanding of pronunciation information given in a dictionary. Focussing on the lexis in detail will help them recognise and use these terms outside the classroom.

Assessment/ Evaluation

Upon completion of the three activities, ask students to create a PowerPoint presentation to demonstrate the sustainability of mountain tourism.



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