

# Scenario

Title:

A HEADACHE

Class of situations:

OBTAINING GOODS AND SERVICES...

Real-life situation:

I HAVE A HEADACHE, I WANT TO BUY MEDICATION

Goal of the scenario:

EXPRESSING WANTS AND NEEDS

Duration:

5 HOURS

Learning situations:

GREETING  
EXPLAINING SYMPTOMS  
READING LABELS  
ASKING FOR INFORMATION

# Learning Situation

Title: A HEADACHE

Goal: GETTING HEADACHE MEDICATION

Categories of actions: INTERACTING ORALLY  
MAKING USE OF WRITTEN LANGUAGE

Essential Knowledge:

1. Language functions: 1st: ASKING FOR AND GIVING INFORMATION  
EXPRESSING WANTS AND NEEDS  
2nd: GREETING AND LEAVE TAKING AND GRATITUDE  
EXPRESSING COMPREHENSION
2. Vocabulary: HUMAN BODY - MEDICATION - NUMBERS - QUANTITIES -  
HOURS - TIME - GREETINGS
3. Grammar: SIMPLE PAST - REVIEW SIMPLE PRESENT AND PRESENT  
CONTINUOUS - QUESTION WORDS - ARTICLES - NOUNS -  
MODALS - IMPERATIVES - SENTENCE STRUCTURE - PHONOLOGY
4. Strategies: ASKING SPEAKER TO REPEAT  
FOCUSING ON A SPECIFIC GOAL  
RECOGNIZING COGNATES

Operational competencies: ESTABLISHING A SPECIFIC IDENTIFIABLE SHORT TERM GOAL

USING PRIOR KNOWLEDGE  
RESPECTING SOCIAL CODES

Attitudes: POSITIVE ATTITUDE  
WILLINGNESS TO TAKE RISKS

Learning activities:

VOCAUBULARY LEARNING: PARTS OF THE BODY - MEDICATION - STORE  
CROSSWORDS - TRANSLATE - PARAPHRASING

GRAMMAR: RECAP SIMPLE PRESENT AND PRESENT CONTINUOUS -  
QUESTION WORDS - SIMPLE PAST

READING: ASPIRIN TYPE PRODUCTS LABELS, ADULTS & CHILDREN

ASKING QUESTIONS: FORM QUESTIONS FROM ANSWERS.

LISTENING: COMMERCIALS - RECOGNIZING KEY VOCABULARY

PRONUNCIATION: BY TEACHER, BY STUDENTS  
MEMORY GAME

Duration: 4 Hours

Material resources: PILL BOTTLE LABELS - COMMERCIALS

Evaluation tools: ROLE PLAY  
GRIDS