

Human Rights

E12.3.L2. Students will be able to distinguish the positive and negative expressions about human rights in a recorded text/video.									**	**
E12.3.P1. Students will be able to practice syllable word stress. Eg. Disability /dis'ablɪti/									**	**
E12.3.S1. Students will be able to make suggestions about improving human rights.									**	**
E12.3.S2. Students will be able to discuss the problems/difficulties of the disadvantaged people in the world.									*	*
E12.3.R1. Students will be able to find the supporting ideas in a text about good practices on human rights around the world.									1	
E12.3.R2. Students will be able to match the paragraphs with the correct phrases/visuals (children rights/gender equality/animal rights/the rights of disadvantaged people, etc.).										1
E12.3.W1. Students will be able to write mottoes/slogans about human rights.									1	
E12.3.W2. Students will be able to write an argumentative essay including solutions for disadvantaged people's problems.										1
E12.4.L1. Students will be able to take notes during an informal debate/poster presentation/seminar in a video.									**	**
E12.4.L2. Students will be able to match the topics with recorded passages corresponding to virtual reality and imaginary world.									**	**
E12.4.P1. Students will be able to pronounce reduced forms (e.g. 'll, won't).									**	**
E12.4.S1. Students will be able to talk about predictions and plans.									**	**
E12.4.S2. Students will be able to participate in an informal debate about virtual reality and imaginary world/ cyber games to share ideas.									**	**
E12.4.R1. Students will be able to read (aloud) a text about cyber crimes and rights to distinguish the lexis and jargon.									1	
E12.4.R2. Students will be able to reorder the scrambled steps of a cyber game in a text.										1
E12.4.W1. Students will be able to write detailed descriptions of an imaginary future.									1	
E12.4.W2. Students will be able to compose a cyber game scenario.										1

Coming Soon