

GLOBALISATION: WHAT DOES IT MEAN?

This project about globalisation is designed for students who are fifteen years old and is part of the Geography curriculum for 3rd of ESO. The aim of the project is that students learn what globalisation is and how it affects their lives; moreover, learning this content through English is a way of understanding much better what globalisation means.

It is structured in three lessons: globalisation, cities in a global world, and a case study on Ireland. I have included this lesson at the end of the topic because in my school students go to Ireland when they finish the fourth form, but this content can be changed if the school is interested in another country.

The content is divided in sessions of one hour approximately. The first lesson and the second one are organised in 6 sessions, and the last one is a case study on Ireland and can take more than three hours. The length of the lessons can vary depending on students' demands, interests and difficulties.

Visuals, graphics and games are included in this project from the beginning to the end. In the first unit students need to learn a lot of specific vocabulary, so there are many activities in order to make their learning easier. In the following units students should be able to develop strategies that allow them to elaborate high order thinking activities like power point presentations.

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