

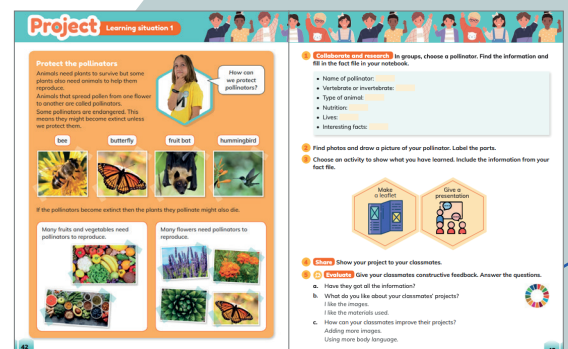
How is *CLIL World* aligned to the LOMLOE?

LEARNING SITUATIONS

Learning Situations are multi-stage tasks, created with a clear objective, in which students **work collaboratively to resolve a challenge with a real-life context**. They allow students to take their **language learning outside the classroom**, contribute their **own ideas and knowledge**, and **engage in independent research**.

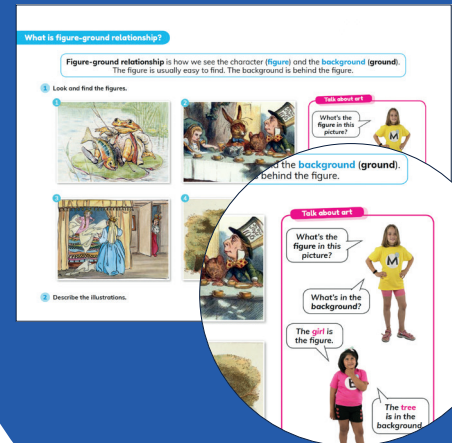
Learning Situations are one of the key elements of **competence-based learning**, bringing together a range of skills, such as **social and collaborative working**, **digital competences** and students' **own creativity and initiative**.

- The Learning Situations in *CLIL World* are structured around a **topic question**, and help students to reflect on issues and questions that they will encounter in their **lives outside the classroom**. For example, **environmental issues**, **intercultural understanding** and **local community relationships**.
- Learning Situations introduce students to **global issues** and **fosters critical thinking** as they **work collaboratively** to solve **real life problems in a creative and innovative way**.
- Accompanying notes in the teacher's guide with **suggestions and indications** to save preparation time and facilitate application in class.
- *CLIL World* Learning Situations questions are linked to **United Nations Sustainable Development Goals** and questions aligned to the **UN SDGs on Go Pangea enquiry based learning** platform provide further opportunities for Learning Situations which also develop students' **digital, cultural** and **linguistic competences**.



INCLUSION AND MIXED ABILITY CLASSES

- *CLIL World* offers a variety of activities and **carefully graded content in English** for different learning styles: videos, interactive maps, games and stories, ensuring all students can understand concepts and actively participate in the class.
- *CLIL World* provides the scaffolding students need to develop their English language skills with the **Language Learning Lab** and **Talk about Art** lessons.
- Notes in the teacher's guide, both suggestions and extra ideas to **adapt the lessons** to different situations.
- **Be mindful** tasks encourage students to accept and to become aware of their minds and bodies, as well as opportunities to refocus and centre students' attention, in order to improve their wellbeing in class.
- **Collaborative work within all units:** Learning Situations and activities to encourage joint learning of different skills in the classroom, i.e., experiments, social projects and STEAM challenges.
- Tests at different levels of difficulty and graded worksheets to **personalise learning**. Customizable tests through the Test generator tool available for *Natural & Social Sciences*.
- **The Active Learning Kit** helps students become autonomous learners and develop digital competence with gamified interactive practice. The Content Coach section in *Natural & Social Sciences* offers support material in Spanish to help consolidate knowledge.
- **Go Pangea** provides an extra opportunity for collaboration with students from around the world, and with a variety of formats and topics to enable learning at each student's individual pace. Empathy and confidence are developed as learners access materials that are appropriate for their age and ability level.



COMPETENCE-BASED LEARNING

- Based on a **competence-based learning methodology**, *CLIL World* ensures that learners are equipped with the skills they need for tomorrow's world.
- The **STEAM focus**, in both *Natural & Social Sciences* and *Arts & Crafts*, develops students' scientific competences and problem-solving skills, while self-assessment tasks encourage them to take more control over their own learning.
- Icons within the Class Book** indicating the key competences practised in each lesson, with accompanying notes in the teacher's guide.
- Specific competences tests to facilitate the implementation of the **LOMLOE in the classroom**.

Arts & Crafts 1	Unit introduction	Lesson 1	Lesson 2	Lesson 3	STEAM Challenge	Imagine and create
1. Family Page 5 5-8 images	Icon: Find and point the family members. Draw your family.	Icon: What do we illustrate? Analysar: Portrait and landscape. Crear: Real people cover. Ilustrar.	Icon: How do we make comics? Analysar: Comics. Crear: Family comic. Comics.	Icon: What's in the photo? Analysar: People and places in photos. Icon: Decorate a photo frame. Photography.	STEAM Challenge: Set prints.	I love my family.
2. Animals Page 15 Moving images	Icon: Play the game. Draw an animal.	Icon: What have video games got? Analysar: Figure and background in video games. Crear: Figure and background. Animar.	Icon: What can we see in animation films? Analysar: Zoom. Icon: Make a film with zoom. Short film.	Icon: How do films use colour? Analysar: Colour and emotions. Crear: Colour with warm and cold colours. Filmmaking.	STEAM Challenge: Animal camouflage.	Movie makes wool.
3. The face Page 27 2D: drawing and painting	Icon: Play the game. Complete the photo of your face.	Icon: How can we draw faces? Analysar: Thin and thick lines. Crear: Practice the different lines. Drawing and painting.	Icon: What happens when we mix primary colours? Analysar: Colours. Crear: Mix primary and secondary colours. Colour theory.	Icon: How do we make a collage? Analysar: Collage. Icon: Create a mask. Collage.	STEAM Challenge: Car painting.	Be a smile on someone's face.
4. The body Page 37 3D: sculpture	Icon: Move the body part to colour the sculpture.	Icon: What are sculptures? Analysar: Size in 3D art. Crear: Practice sculpture. Sculpture.	Icon: How do sculptures represent movement? Analysar: Movement. Crear: Make a pipe cleaner dancer. Modelling.	Icon: What are assemblages made of? Analysar: Natural and artificial materials. Crear: Create. Icon: Make a portrait person. Assemblage.	STEAM Challenge: Cotton ball sculpture.	My body is my sculpture.
5. Shapes Page 49 Art every world design	Icon: Play the game: draw the shapes. Recognise object shapes.	Icon: How do we use shapes? Analysar: Shapes for printing. Icon: Drawing. Crear: Drawing. Printing.	Icon: How can we use shapes? Analysar: Regular and free-form shapes. Crear: Make a city. Visual communication.	Icon: How do we create patterns? Analysar: Patterns in patterns. Crear: Make a pattern. Graphic design.	STEAM Challenge: Made a teacher.	Beautiful shapes.
6. Home Page 59 Art in my world architecture	Icon: Find the room. Draw yourself in a room.	Icon: How do we use designs? Analysar: Lines, dots and shapes. Crear: Decorate the vase. Classical design.	Icon: How do we make models? Analysar: Models. Icon: Draw music. Civil architecture.	Icon: What is perspective? Analysar: Perspective. Crear: Make your own bedroom. Architecture.	STEAM Challenge: Tree house construction.	Home is a feeling.

Key competences

Linguistic communication
 Science, Technology, Engineering and Mathematics (STEM)
 Digital
 Personal, social and learning to learn
 Entrepreneurship
 Citizenship
 Cultural awareness and expression

CONTINUOUS ASSESSMENT

- Rubrics for assessing the competences outlined in the LOMLOE and notes on **assessment opportunities** available throughout the Teacher's Guide, with information and suggestions for implementation in the classroom.
- Review sections** at the end of each unit in both *Natural & Social Sciences* and *Arts & Crafts* to make students aware of their own progress.
- Self-assessment sections** within the tests.
- Active Learning Kit with iProgress Check and Learning Record**, which encourage students to learn independently, and with gradebook to track their progress.

Review

1. Do the WebQuest.

WebQuest

My school on a map

- Search for your school using the search bar.
- Find three places near your school.
- Draw their symbols and write their names.

2. Play the quiz!

Which one is different in each circle? Tell your classmate.

wheel
 egg
 symbol
 needle
 scale
 stove
 equator
 globe
 city
 wall map

3. What kind of building is it?

A book of maps.
 A spherical map.
 A map of a town or city.
 A map of a building.
 A map with roads.

4. In your notebook, write the names of:

a. A book of maps.
 b. A spherical map.
 c. A map of a town or city.
 d. A map of a building.
 e. A map with roads.

Test Generator, an online digital resource enabling teachers to create course-related tests, customize the language focus and level of difficulty as per the needs of students, and save the tests in the My Tests section online.

• teachers notes and guidance for administering all tests
 • supporting material for Continuous assessment is available in the Teachers Resource Material

All tests available in editable and ready-to-use formats on the iBook, iPlay and iTest on Oxford Premium as well as through the Test Generator in the Teacher's edition of the Digital Classbook.

Arts & Crafts

Part 1 is a technique of communication: communication.

1. Read the comic on page 5 again.
Choose and then colour the drawing.

bright
 dark

2. Look and choose the shot.

high-angle shot
 low-angle shot

3. Choose and then shade the drawing.

hard lighting
 soft lighting

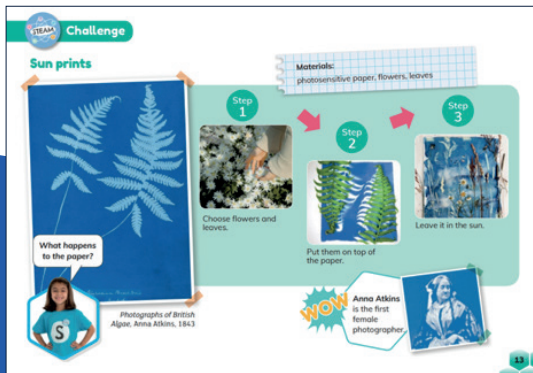
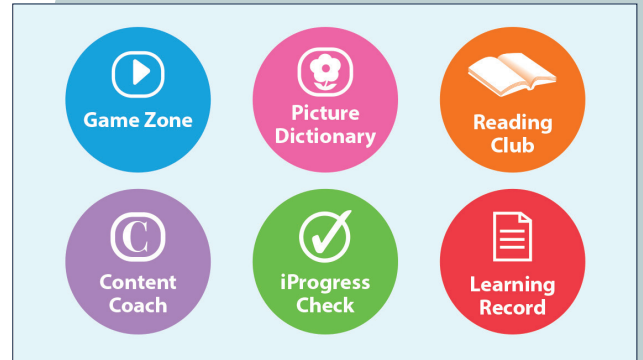
EDUCATION FOR SUSTAINABLE DEVELOPMENT AND GLOBAL CITIZENSHIP

- *CLIL World* has a strong focus on real-world, including authentic content, with cultural bites and *Wow!* facts that **prepare students to be global citizens.**
- Learning Situations and projects related to the **UN Sustainable Development Goals**, give students the opportunity to work on solving global challenges while encouraging students to gradually become responsible citizens.
- Pair and group activities encourage students to **work collaboratively** to solve real life problems in a creative and innovative way, whilst using the language they have learned in each lesson.
- **Go Pangea** gives learners access to a world of content where they can work collaboratively with an online international community of students, giving them the opportunity to learn about other cultures and exchange points of view and experiences with students from a variety of cultures and backgrounds answering important real-life questions aligned to UN SDGs.



DIGITAL SKILLS DEVELOPMENT

- *CLIL World* promotes digital literacy and critical thinking skills through **digital competence activities**: interactive maps, WebQuests and weblinks, which engage students to find information, discover and understand new perspectives of the world we live in.
- **Blended solution** with access to the digital version of the books to start familiarising pupils with digital formats, following global digitisation trends.
- **Active Learning Kit** with different areas to develop different aspects of digital competence, with a gamified format to encourage students' involvement.
- Access to the **Go Pangea platform** gives students an opportunity for real-life communication and collaboration through a global community of students which connects and engages learners as they develop skills for success in school, work and life in a safe online space.



SCIENTIFIC SPIRIT

- *CLIL World* provides real life situations for students to actively **observe and analyse** as they **experiment and solve challenges**. Curiosity about the world underpins the series as students explore and discover information together.

STEAM

- STEAM methodology provides **stimulating problem-solving scenarios** where students must **use knowledge from other disciplines including Science, Technology, Engineering, Art and Maths**, in order to resolve the challenges effectively.
- Through the STEAM challenge pages and activities, students are guided through the different stages of experimentation and execution to draw on their existing knowledge in order to **craft and create**.