

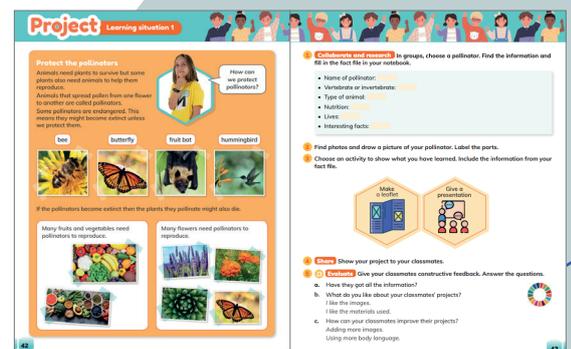
How is *CLIL World* aligned to the LOMLOE?

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**.

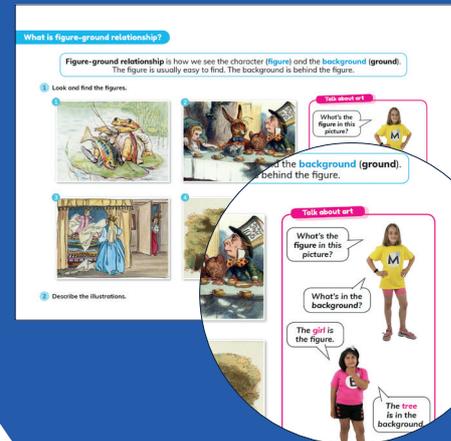
Learning Situations are one of the key elements of **competence-based learning**, bringing together a range of skills, such as **social and collaborative working**, **digital competences** and students' **own creativity and initiative**.

- 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**.



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.



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.

CULTURE

Gladys West is an American mathematician. She is the inventor of the technology that makes **GPS** possible. GPS uses satellites to show us our position on the Earth.

Which of these objects do you think use GPS?

television smartphone satnav



Select two photos. Crop or cut out the parts you need.



WOW! Dora Maar was a photographer. She experimented with different techniques to create strange and dramatic photomontages.

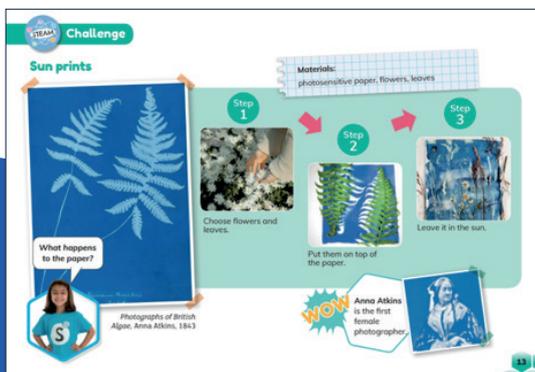
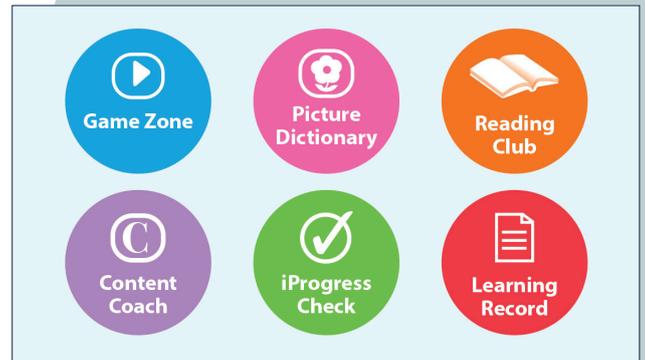
Portrait of Dora Maar, Man Ray, 1936

WOW! Pop-up books are handmade. The 3D pages bring the story to life.



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.



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**.