



English

Year **8**

#сбережения
#накопления
#English
#8 класс

Lesson Topic: Money metropolis – an online game

Lesson created by Mara Garder

Teacher's comments: In this lesson, students read the description of an online game, Money metropolis, where their goal is to save up for a particular aim, play the game and then reflect on their achievements in writing.

Aims. By the end of the lesson the students will have managed the following, grouped by category:

1. **English:** consolidate basic vocabulary related to savings/investment; use their ideas about the strategies of saving in a game; write a short reflective text on the course and outcome of their game, using relevant vocabulary.
2. **Cross-subject:** develop computer skills.
3. **Financial Literacy:** understand how various strategies of saving work; how to use investment wisely to boost your savings.

Key vocabulary and structures: to save up for; to mow loans; to babysit; to rake leaves; to deliver newspapers; to make money; a monthly allowance; move your mouse over sth; distractions; to pump gas; to fill the tank; to keep customers waiting; to toss sth at sth; to hit; to miss

When to teach: *Passive skills.* To benefit from the lesson, students should be able to understand basic game instructions such as click, move and so on. *Active skills:* In the reflective stage of the lesson, students should be able to use Past Simple to describe the course of their game.

Time: 40 minutes.

Resources: Whiteboard, markers, a computer with Internet access, sound and a mouse for each group of two or three students (although with one computer the game can still

be managed provided that students take turns).

Lesson procedure

Timings	Activities	Goals
Starter 5 min	Ask your students when they last saved for something. What was it and how long did it take them? What did they do in order to save up? Gather idea, help with vocabulary (write some important words on whiteboard s they come up such as help with household chores).	To get students' interest, to activate relevant vocabulary.
Game time 25 min	Tell your students thy are going to play an online game where they will have to perform various tasks to help them save up for a particular goal. Run the game and first do a demo explaining about various elements of the interface and basic rules. Divide your students into groups so that two or three people work with one computer and tell them to take turns for tasks.	Prepare the students for the game; help students try out various strategies for saving and evaluate their efficiency in a game format.
Reflection 5 min	Stop the game after 20 minutes or so. Ask your students if they have achieved their goals. Ask them to think whether it was easy or hard and how they would describe their strategy. What ideas worked well? What will they do differently next time? (It is a good idea to write these questions on the whiteboard.) Ask them to write about their game with these questions in mind. Walk around monitoring, note down two or three most impeding mistakes.	To invite students to analyse their strategies and link the game to their future real-life experience; to practice new vocabulary in writing.
Closure 5 min	Ask one volunteer to read their text. Invite other students to give feedback on whether their experience was similar or different. Do a brief impersonal feedback on mistakes you notices while monitoring. Congratulate everybody on learning to manage their money and finish the lesson.	Consolidate new knowledge. Give closure to the topic. Give feedback on mistakes.

References

1. Money metropolis, online game:
<http://www.practicalmoneyskills.com/games/moneymetropolis/>