

Reading Lesson

B2 Services: Edutainment

Summary: The text presents three extracts about the edutainment industry in different areas.

Time: Approximately 45 minutes

Skills: Reading, Writing / Speaking

Language focus: Vocabulary

Materials needed: One worksheet per student

Reading

Ask students to name some popular TV shows in your country that are designed to entertain people but also include elements of educational learning. Then ask them to speculate on what “edutainment” refers to. Ask them to read the article and get them to underline any unknown vocabulary as they read. Elicit any keywords that students didn’t know, but which they felt were important to their understanding of the text. Encourage students to work in small groups to try and work out the meaning of these keywords. The aim in this kind of peer work is to get students working together to speculate about meaning based on their previous knowledge or experience.

Key:

The purpose is that learning (of new knowledge and skills) goes unnoticed as opposed to formal learning at school. Edutainment can be found in entertainment such as TV shows (specially design with an educative purpose on mind), video games, board games, apps, and so on.

Vocabulary

Key:

1. c 2. d 3. e 4. b 5. a

Comprehension

Key:

1. c 2. a 3. b 4. a 5. b

Thinking

Have students respond to the question in small group discussion or in writing.