CULTURAL CONNECTIONS:
A DIGITAL GAME ABOUT THE SPANISH-SPEAKING WORLD

ALIGNED TO:

- **P21 GLOBAL EDUCATION FRAMEWORK**
- **GLOBAL COMPETENCY STANDARDS**
- **WIDA ELD STANDARDS**
- **WORLD-READINESS GOALS AND STANDARDS FOR LEARNING LANGUAGES**

Cultural Connections familiarizes non-native students with each country and provides a springboard for cultural conversations between Spanish-speaking students and English-speaking students. Students from Spanish-speaking countries are encouraged to engage in conversations about each of their cultures. This is a game of serious fun. It is fun to play and compete for frequent flyer miles. It is serious because it will lead to learning about Spain and the other nineteen Spanish-speaking countries which once belonged to the Spanish crown.As they progress through the game and find things of interest, conversations dealing with concepts familiar to our Spanish-speaking students will reinforce their pride and confidence to speak with English-speaking peers. Therefore, the game is in English with just enough Spanish to keep the momentum going with interest and authenticity. The more students communicate with a purpose, the more language they will retain and the more their receptive and productive language skills in listening and speaking, respectively, will improve.

Evidenced-based strategies have been embedded in each of the activities throughout this interactive game. Everyone has been amazed about how much information is retained (not rented!) as students effortlessly complete the country's exit questions with 90 to 100 percent accuracy!

Rules of the Game:

1. Each student selects an avatar, enters his/her name and receives his/her passport.
2. Upon matching foreign currency to the country, the avatar proceeds to a country spinner that selects one of the 20 countries.
3. After landing in that country, the avatar exchanges his money at the exchange counter by selecting the correct country currency and transferring the coin to the agent's hand. He in turn will summon a taxi.
4. The "Spin Taxi" stops on symbols which determine the avatar 's points of interest.
5. Players interactively respond to prompts at each stop, learning along the way as they earn Fly Miles miles for correct responses.
6. Students will find the game challenging as they compete to see who has mastered the most information to complete their world tour.
7. At the end of each country students will be amazed with how much information they have internalized as they successfully complete the final questions, collect their total Fly Miles for that tour and, with their certificate in hand, prepare to continue their journey!

Licenses only $49 per student for the first year!

- License for one year from date of purchase
- FREE **Printed Copy* Reference Booklet
  Contains information about each country presented in the game
- FREE ***Electronic Copy* Standards alignments
  ACTFL World - Readiness Standards for Learning Languages, WIDA English Language Development, P21 Global Education Framework
- FREE ***Electronic Copy* Extended Activities Kit
- FREE ***Electronic Copy* Quick Start Guide for Teachers
- FREE ***Electronic Copy* Quick start Guide for Students
- FREE **Electronic Student Workbook

** One printed copy per every 20.*

*** Unlimited*

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