# Unit 3

Content Area: **World Language**
Course(s): **Spanish 4**
Time Period: **Marking Period 3**
Length: **MP3**
Status: **Published**

## Essential Questions

- What types of food are related to different cultures?
- What do you like to eat/drink?
- What do you not like to eat/drink?
- What do you eat/drink?
- Are you hungry/thirsty?
- What is on/in X (dish/drink)?
- What animal gives us X?
- What does the X say?
- How many X are there?

## Big ideas

- Food
    - Hungry/thirsty
- Farm animals

## Enduring Understandings

- 7.1.NM.IPERS.2: Share basic needs on very familiar topics using words, phrases, and short memorized, formulaic sentences practiced in class.
- 7.1.NM.IPERS.3: Express one's own and react to others' basic preferences and/or feelings using memorized, words, phrases, and simple memorized sentences that are supported by gestures and visuals.
- 7.1.NM.IPERS.4: Give and follow simple oral and written directions, commands, and requests when participating in classroom and cultural activities.
- 7.1.NM.PRSNT.2: State basic needs on very familiar topics using words, phrases, and short memorized, formulaic sentences practiced in class.

## Grammar

- Basic commands
- Likes and dislikes with the verb to like/please
    - gusta vs. gustan
- Negation
- Idiomatic expressions with the verb to have
- Question words

## Technology Integration

- Through the purposeful use of technology, and at the teacher's discretion:
- Students read, listen to, and view authentic, engaging, and timely materials from the target culture.
- Students practice interpersonal skills as they interact via video, audio, or text in real-time with other speakers of the target language.
- Students collaborate on presentational tasks with their peers or teacher, anytime, anywhere.
- Students work at their own pace as they access online content and/or utilize computer adaptive programs managed by their teacher.
- Students practice discrete skills with engaging online games and applications.
- Students benefit from differentiated instruction where multiple applications can be used to assess students, assign varied tasks, track data, give real-time feedback, and manage classrooms and lessons.