

Welcome to *Game Changer English for Spanish Speakers*

You can be a Game Changer!

With its fresh and fun approach to global real-world topics, *Game Changer English for Spanish Speakers* is designed to help teachers prepare stimulating and easy-to-teach lessons that will ensure your students are motivated and engaged throughout the whole school year. Our internationally focused reading topics, in-context language presentations, scaffolded speaking and writing tasks, and the latest digital resources are guaranteed to develop learners' global awareness and encourage a learning mindset.

Real-life contexts for language presentation

We present grammar and vocabulary in a clear context through dynamic reading and listening texts in a wide variety of genres. This, combined with topics that are relevant and authentic, ensures students see the purpose of their learning and feel motivated to explore and use the language.

Easy to teach

Game Changer English for Spanish Speakers Teacher's Book includes all the Student's Book pages with the Answer Key integrated on each page. Teacher's Notes and extra tips make it easy to identify each section. Flipped classroom ideas provide useful suggestions for activities that students could do at home to consolidate in-class learning.

Game Changer English for Spanish Speakers and the Key Competencies

Key competencies are a combination of knowledge, skills and attitudes designed to help young people develop tools which they can use both academically and in a wider social context.

They are an aid to lifelong learning and are an essential part of the compulsory learning curriculum.

The Spanish education system has gradually adapted and adjusted the original descriptors set out by The Council of Europe and has defined eight key competencies.

IV Introduction

Global cultural topics







Game Changer English for Spanish Speakers explores a variety of global topics through its reading and listening pages and in a dedicated *Around the World* spread in every other unit. This helps students broaden their understanding of other people and places, preparing them for life in a diverse, multicultural environment.

All your digital tools together!

With Cambridge One, everything you need to teach with *Game Changer English for Spanish Speakers* is at your fingertips with classroom presentation, audio and video, additional practice, and games. For more information, see page XV.

In the case of English language, there is an explicit, direct connection with the competence of linguistic communication. However, *Game Changer English for Spanish Speakers* has been designed to offer numerous opportunities for the development of all eight competencies and the specific competencies throughout the course. The treatment of competencies in *Game Changer English for Spanish Speakers* is based on the Cambridge Life Competencies Framework which clearly defines those found in the new curriculum. A brief description of the competencies can be found on the next page.

Key Competencies

-  **C1 Competence in linguistic communication:** The ability to identify, understand, express, create and interpret concepts, feelings, facts and opinions in both oral and written forms.
-  **C2 Multilingual competence:** This competence defines the ability to use different languages appropriately and effectively for communication.
-  **C3 Mathematics, science and technology (STEM) competence:** The ability to use different expressions of mathematical thought (numbers, symbols, shapes...) as well as logic reasoning in order to solve problems in everyday life. It also includes applying knowledge and methodology used to explain nature, as well as using this to transform the environment in a responsible and sustainable way.
-  **C4 Digital competence:** Digital competence involves the confident, critical and responsible use of, and engagement with, digital technologies for learning, at work and for participation in society.
-  **C5 Personal, social and learning to learn competence:** This competence is the ability to reflect upon oneself, effectively manage time and information, work with others in a constructive way, remain resilient and manage one's own learning and career.
-  **C6 Citizenship competence:** Citizenship competence is the ability to act as responsible citizens and to fully participate in civic and social life, based on understanding of social, economic, legal and political concepts and structures, as well as global developments and sustainability.
-  **C7 Entrepreneurship competence:** Entrepreneurship competence refers to the capacity to act upon opportunities and ideas, and to transform them into values for others. It is founded upon creativity, critical thinking and problem solving, taking initiative and perseverance and the ability to work collaboratively.
-  **C8 Competence in cultural awareness and expression:** Competence in cultural awareness and expression involves having an understanding of and respect for how ideas and meaning are creatively expressed and communicated in different cultures and through a range of arts and other cultural forms.

English is an international language

Learners of English now outnumber speakers of English as a first language. Students are therefore far more likely to use English to communicate with people whose first language is not English. For this reason, *Game Changer English for Spanish Speakers* does not elevate one type of English above others and instead embraces different varieties of English, featuring a range of voices and language varieties.

Teen-friendly videos

Game Changer English for Spanish Speakers documentary videos reinforce and extend the Student's Book content. The topics are authentic, fresh and fun with a global scope, presenting ways of life and ideas from different cultures around the world.

Project work

We have included two easy-to-teach projects at the back of each Student's Book. These projects recycle and review the language learned in the previous term, providing a fun and stimulating way to keep students practising their language skills.

Cross-curricular pages

Game Changer English for Spanish Speakers includes a variety of cross-curricular lessons, with a dedicated Across the Curriculum spread in every other unit. This reinforces and extends students' learning in other areas across the broader curriculum.



Key features of Game Changer English for Spanish Speakers

For *Game Changer English for Spanish Speakers*, we developed a syllabus that includes the language requirements outlined in leading English courses. Take a look at the table below to see the key features we have incorporated into *Game Changer English for Spanish Speakers* to address these requirements.

English course requirements for Spain

Develop intercultural competence: reflect on the role of English in our globalised world.

Present English as a *lingua franca*, exposing students to different varieties of English from around the world.

A focus on the development of effective oral communication.

Encourage students to develop critical-thinking skills to reflect on different ways of seeing and analysing the world around them.

Develop a broad range of reading skills and exposure to different genres of text.

Encourage students to discover grammar rules and patterns.

Develop a process approach to writing skills.

Game Changer English for Spanish Speakers

Global topics, documentary videos with a culture focus, and dedicated *Around the World* pages.

A broad range of accents in our audio, and a *Living English* functional language feature on each Speaking page.

Staged communicative tasks in *Use it* activities and dedicated Speaking pages with scaffolded productive activities and a functional approach to communication.

Think! critical-thinking questions, documentary videos and real-world global topics.

Diverse real-life genres in reading, listening and writing texts, and activities to develop reading skills including genre-recognition strategies.

Grammar presented in context and shown clearly in accessible grammar tables.

Dedicated Writing pages with Plan, Check and Edit stages.

For a more information on the key features of *Game Changer English for Spanish Speakers*, visit www.cambridge.es/gamechanger or scan the QR code to the right.





Cambridge Life Competencies

A framework to develop skills for life

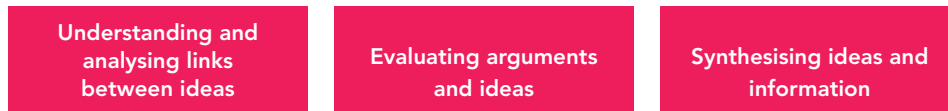
How can we prepare our students to succeed in a world that is rapidly changing? We need to help students develop transferable skills that allow them to work with people from around the world, think creatively, analyse sources critically and communicate their views effectively. How can we teach these skills alongside language?

In response to these questions, we have developed the *Cambridge Life Competencies Framework*. This Framework informs the syllabus for the *Think!* activities in *Game Changer English for Spanish Speakers*, helping teachers recognise and assess the many transferable skills that the course develops.

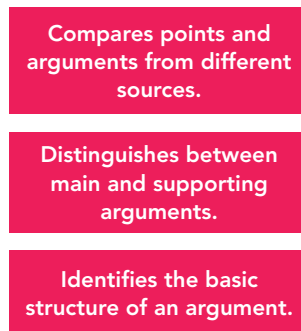
Competency



Core Area



Can-Do Statements



For a table mapping the Cambridge Life Competencies for this level, visit www.cambridge.es/gamechanger or scan the QR code to the right.



Excerpt
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Student's Book visual guide

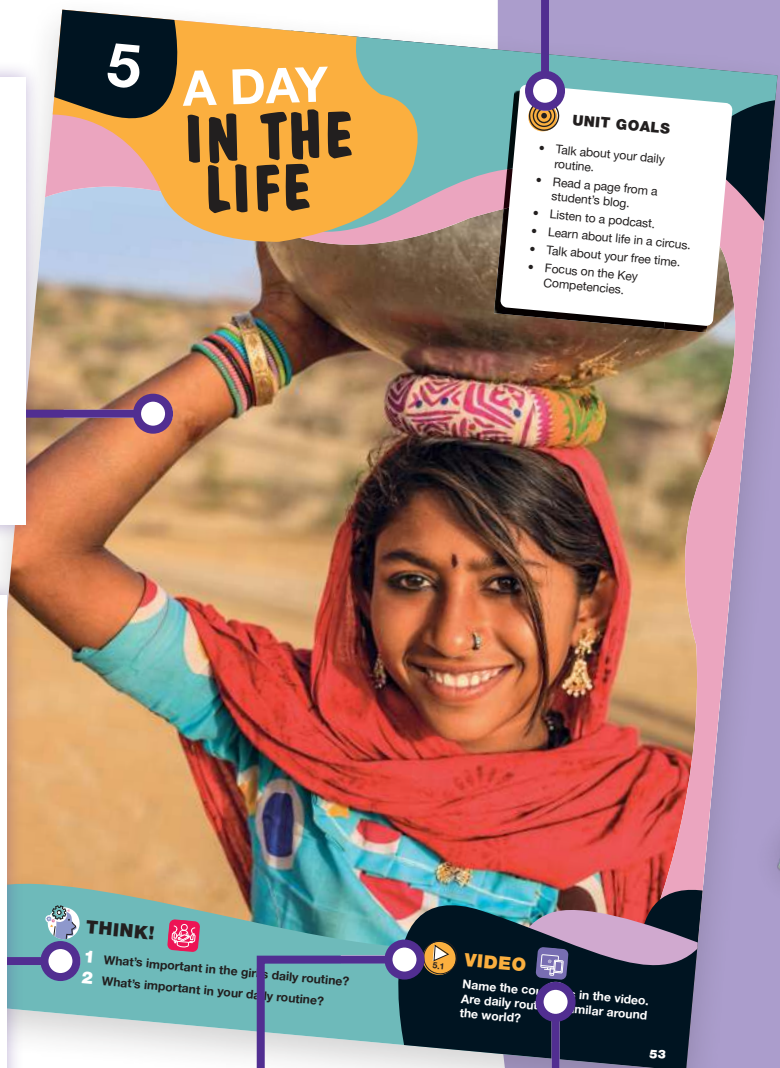
Every unit in *Game Changer English for Spanish Speakers* takes the student on a carefully staged journey. Students are gradually introduced to the topic and target language through a variety of scaffolded activities that build their confidence as they progress. Language is presented in context via a rich variety of real-world topics and each unit culminates in a creative writing or speaking task.

Unit goals

The *Unit goals* show the unit aims at a glance.

Attractive unit opener photo

A picture is worth a thousand words, and in today's culture there are images everywhere. This means that visual literacy – the ability to 'read' images – is an essential skill. In *Game Changer English for Spanish Speakers*, the unit openers provide an opportunity for students to interpret meaning from images related to the unit topic.



Think! questions

We often 'read' images before we read words. This happens every day with what we see on television, adverts, internet memes, emojis or other media. By encouraging different responses to visual stimuli, you can help your students critically analyse and interpret what they see and develop a deeper understanding of topics.

The *Think!* questions in the Unit Opener and throughout each unit encourage students to think beyond the photo or topic and articulate their opinions, developing their critical-thinking skills.

Opener video

The opener documentary video provides a fun and engaging introduction to the unit topic.

Key Competencies

Key Competencies icons appear on the page to let you know when an activity or section of the unit covers one or more of the eight Key Competencies set out by the Spanish law.

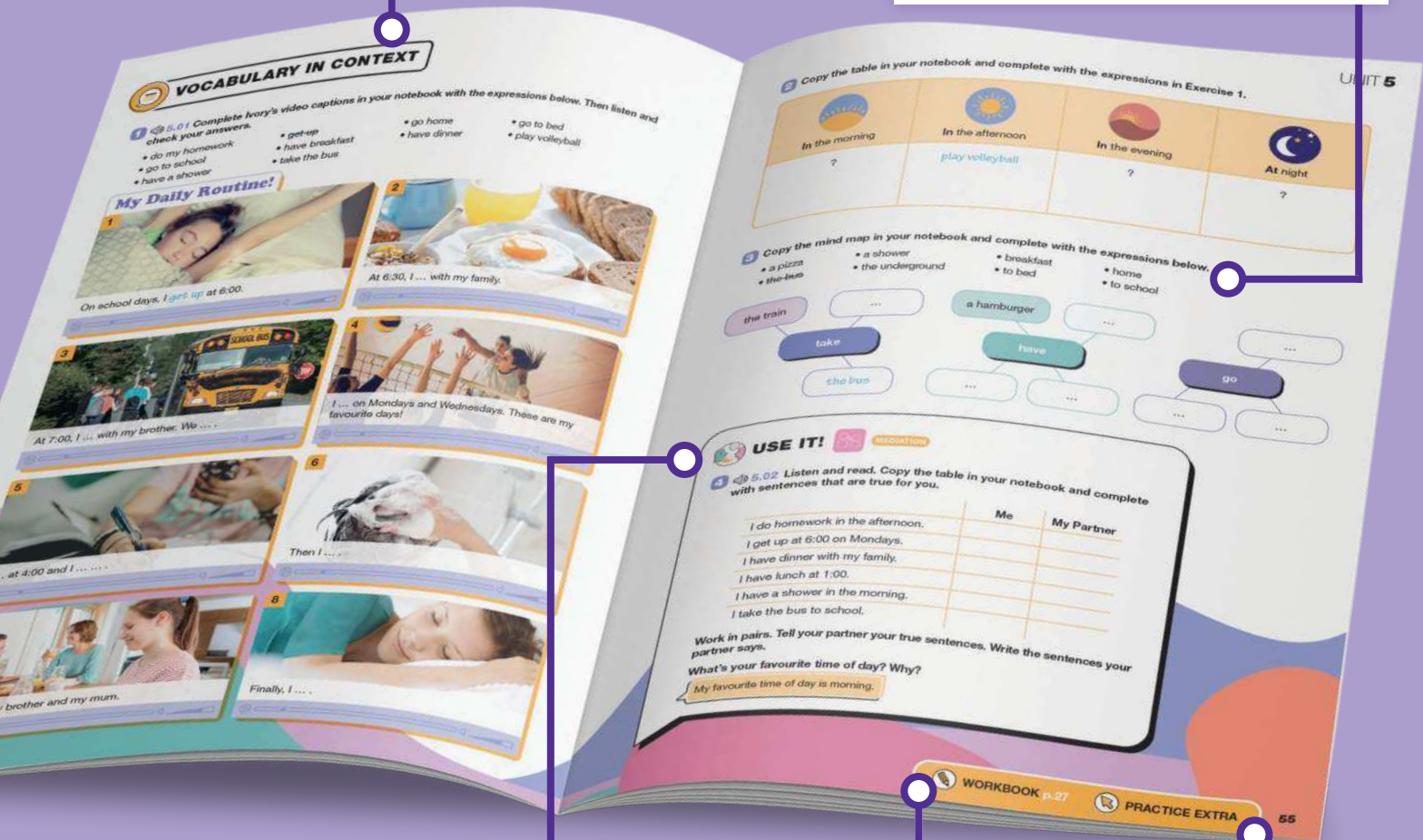
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Vocabulary in context

Vocabulary is presented in a real-life context making it easier to understand and more meaningful for the students.

Learning to learn

Activities that ask students to categorise the vocabulary encourage students to develop their own learning skills and become more motivated, independent learners.



Use It!

Communicative activities give the students a personalised communicative purpose, encouraging them to internalise the language in a fun and motivating way.

Workbook

References show students which pages in the Workbook they can complete to further practise and revise the content in the Student's Book.

Practice Extra

Reminders for Practice Extra appear throughout the Student's Book. Students can access Practice Extra with the Workbook Digital Pack.

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Real-life genres

Texts in a range of different genres present the language in a realistic context. Up-to-date and authentic global topics motivate students to read and learn more.

Grammar table

Example sentences from the reading and listening texts presented clearly in a grammar table allow students to easily see the target structures and encourage them to think about the rules.

Look!

Look! boxes help students avoid common errors as identified by the Cambridge Learner Corpus.



Think!

Think! questions encourage students to engage with the text in a personal way and develop their critical-thinking skills as well as their awareness of global topics.

Key Competencies

Icons for the Key Competencies indicate when an activity is linked to one or more of the eight Key Competencies.

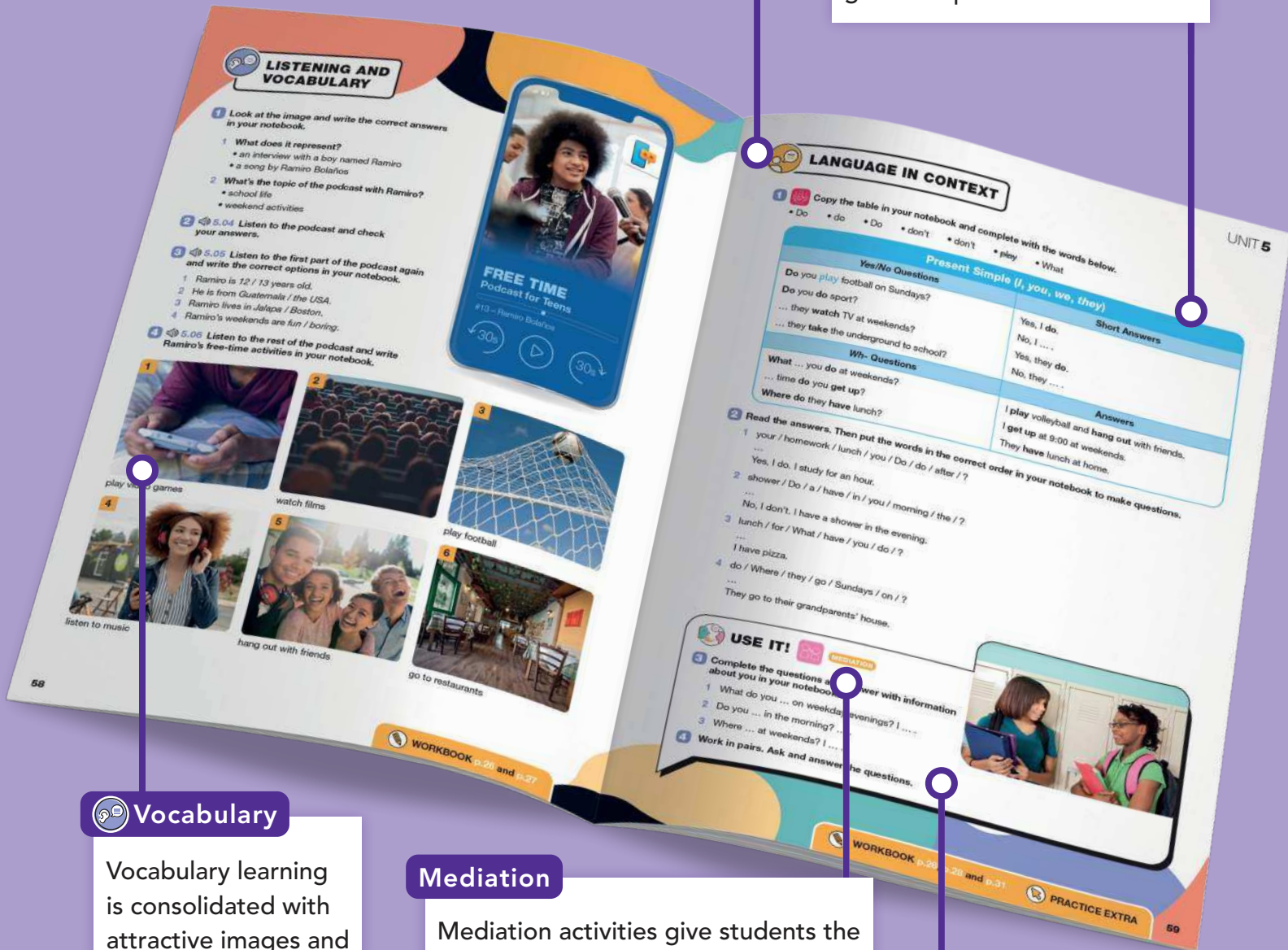
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Language in context

Students hear the target language in a real-life context in the listening activity, before they identify the key structures when completing the grammar table.

Grammar tables

Students are encouraged to actively engage with the target grammar structures before they tackle the carefully staged grammar practice activities.



Vocabulary

Vocabulary learning is consolidated with attractive images and follow-up activities.

Mediation

Mediation activities give students the opportunity to develop mediation skills through integrated skill work and collaborative language tasks.

Use It!

Use it! gets students practising and producing the target language, often in a personalised way. These activities build students' confidence by giving them the opportunity to prepare what they want to say before speaking.

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Around the World

The *Around the World* pages, which appear in Units 1, 3, 5 and 7, introduce students to different people and cultures from around the world, encouraging critical thinking and raising cross-cultural awareness.

Words in Context

The *Words in Context* activities encourage students to work out meaning from context and to recognise similarities.

WebQuest

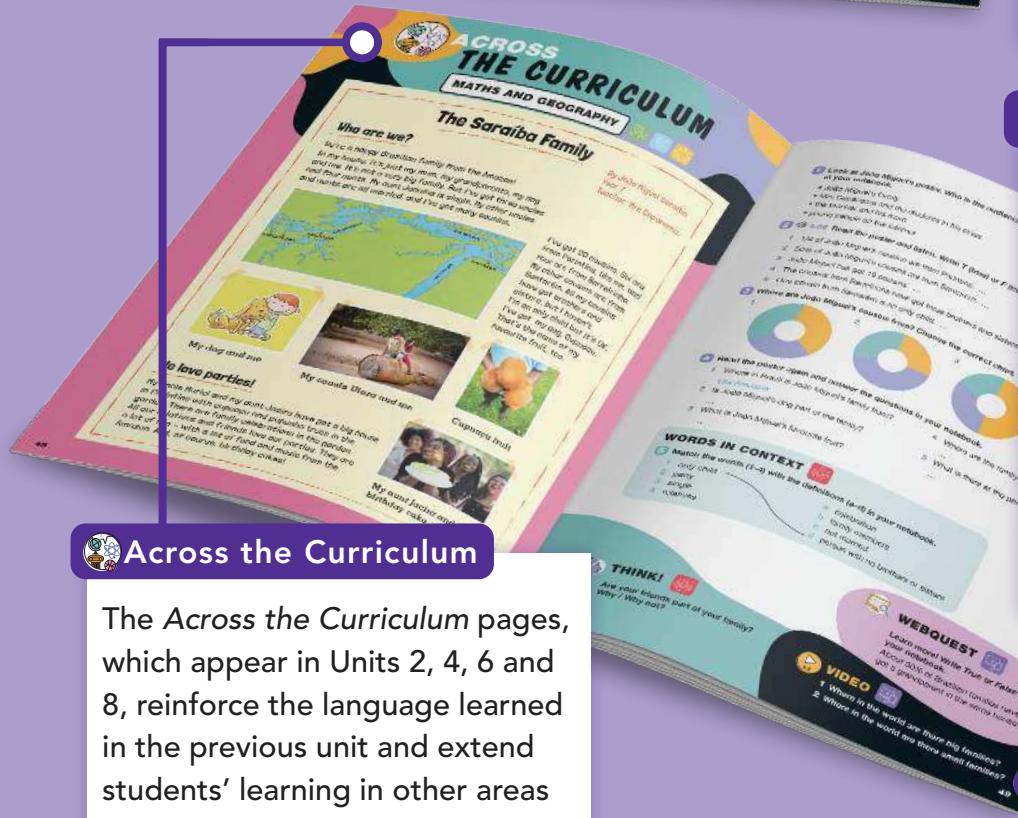
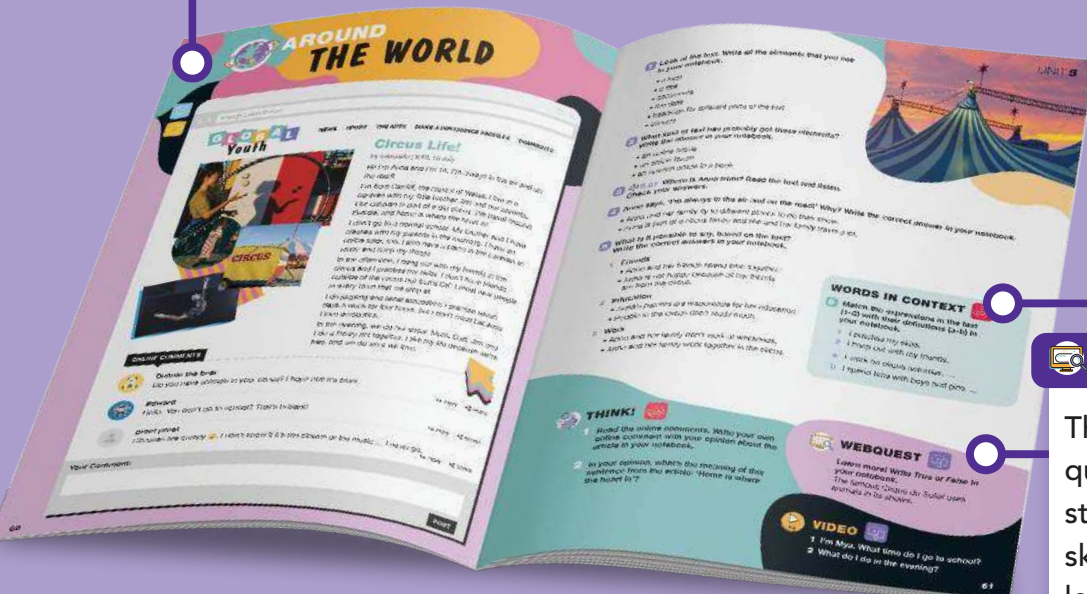
The *WebQuest* is a fun quiz-type activity to help students develop research skills and extend their learning beyond English.

Closing video

The closing documentary video is thematically linked to either the topic of the unit or the *Around the World* or *Across the Curriculum* page. These videos contextualise the language in the unit and extend students' interest in the topic.

Across the Curriculum

The *Across the Curriculum* pages, which appear in Units 2, 4, 6 and 8, reinforce the language learned in the previous unit and extend students' learning in other areas across the broader curriculum.



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Speaking and Writing

The **Speaking** pages, which appear in Units 1, 3, 5 and 7, introduce students to conversation strategies and encourage learners to practise their speaking in a guided and structured way.

Living English

Living English activities introduce students to common everyday phrases, as identified by the *Cambridge English Corpus*.

Plan, practise and present

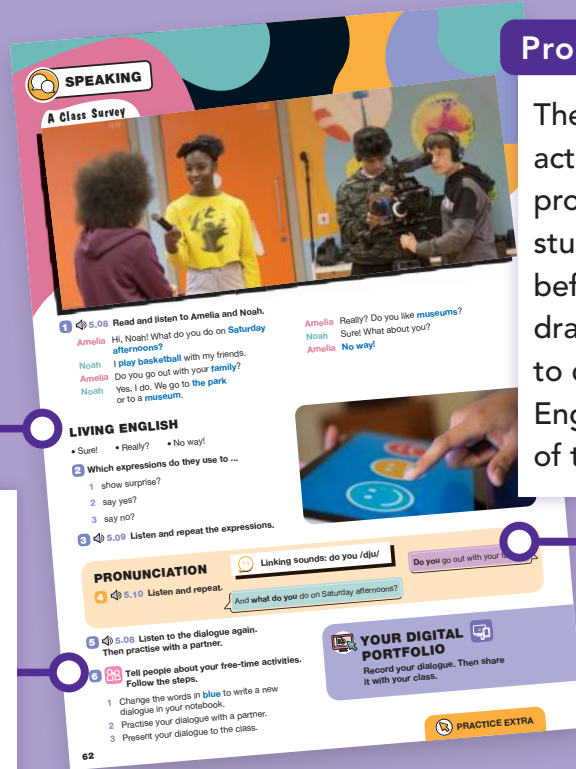
Scaffolded speaking activities allow students to personalise the dialogue and empower them to use the language they've learned in a communicative task, which they will then present to the class.

Plan, write and edit

The scaffolded approach of the *Writing* pages builds students' confidence by giving them time to prepare before they write. The *Check* stage encourages self-assessment – a key step toward learner independence.

Pronunciation

The *Pronunciation* activity models correct pronunciation for students to practise before they speak and draws students' attention to differences between English sounds and those of their native language.



The **Writing** pages, which appear in Units 2, 4, 6 and 8, introduce students to different genres of model texts and allow them to develop their writing skills in a guided way.



Digital portfolio

Students use external resources to carry out an activity and share their final work with their classmates and teacher.