

# UNIT 1

## HISTORY IN VIDEO GAMES AND THEIR CULTURAL IMPACT

### General objectives



- Equip learners with essential vocabulary, and phrases related to the history, and cultural impact of video games.
- Improve learners' ability to read, and understand simple texts related to the history of video games, and their cultural impact.
- Strengthen learners' skills in using newly acquired vocabulary in context by identifying key terms related to video games and using them in sentences or short paragraphs.

### SKILLS TO BE DEVELOPED

- **Linguistic competence:** Recognize and understand basic vocabulary, concepts and phrases related to cultural impact to video games.
- **Pragmatic competence:** Comprehend basic written descriptions through reading.
- **Sociolinguistic competence:** Contextualize vocabulary within real-world scenarios, enhancing abilities to relate linguistic forms to their practical uses in the field.
- **Topical Competence:** Read and understand texts related to contemporary topics such as video games and their impact.



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