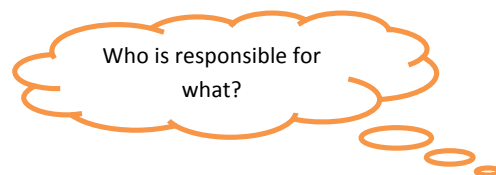
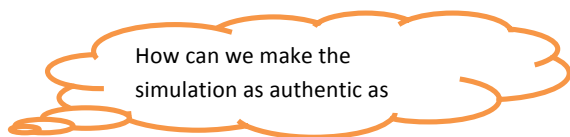


## Simulation-Project „London“



Name of your simulation	Tourist Information
Group Members	Merle
Competencies that can be achieved	<ul style="list-style-type: none"> <li>-need to think about, what they need</li> <li>-ask questions</li> <li>-get an overview about what is going to happen where and when</li> <li>-organize themselves</li> <li>-the listening- and speaking-competences will be supported</li> </ul>
Task(s)	<ul style="list-style-type: none"> <li>-they have to get the missing information</li> <li>-they have to formulate question which lead to their wanted answers</li> <li>-they have to ask for help</li> <li>-they have to understand the answers and find out how to use them for their exercise</li> </ul>
Students' prior knowledge to be able to fulfill the task	<ul style="list-style-type: none"> <li>-they know how to build a question</li> <li>-they have some information for their tasks, but not everything they need to get to a place or answer a question or to be able to fulfill a task</li> </ul>
Material (props, worksheet, paper, crayons,...)	Table, two chairs, kind of a window would be perfect, brochures, maps, information, typical advertisement
Media (data projector, CD-Player,...)	One could have a screen demonstrating London sight seeing things, but that would be very fancy ☺
Approximate time specification (time slot yes/no?)	All the time, when students "landed"
Space requirements	One to three tables to make a proper corner, each team is going to spend five to ten minutes there, maybe again in between
Social form	? Very interactive
Symbol/picture and brief description (in German) for the route card	<p>Tourist Information</p> <p>We could build a huge sign</p>