## CLIL for Grade 10 – Computer and Information Technology

**Name: _____**                    **Section: _____**

*Theme:*            Choosing the right mobile applications to help you with your studies

*Content Area:*      Computer and Information Technology

*Content Focus:*      The Application Program Interface

*Communication:*     Vocabulary

| *Technical Words* | | |
|---|---|---|
| applications | interface | database |
| connectivity | system | |

| *Idiomatic Expressions* | |
|---|---|
| at your fingertips | unsung hero |
| behind the scenes | take for granted |

Language functions

| |
|---|
| Describing needs based on existing problems |
| Making suggestions |
| Describing features and uses |

*Cognition:*          Suggest a useful application that you think is necessary to our needs

*Culture:*            Recommend an existing application that facilitates learning

*Number of Lessons:*  Two

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*Note:*   Wait for your teacher's instructions on how to complete the activities.

# LESSON 1

**Class and Individual Activity:** Watch a video presentation entitled, "What is an API?" and take down notes to complete the tests below.

Video link: https://www.youtube.com/watch?v=s7wmiS2mSXY

    A. Identify if each of the following statement is true or false. Write "**T"** if it is true and "**F**" if it is false.

    1. The API stands for Application Program Interface. ____

    2. The API is a messenger that takes your requests, tells the system about what you want to do, and returns the response back to you. ____

    3. The API is a device that gets information from an online system. ____

    4. Devices have applications to move data from one place to another. ____

    5. Websites contain database. ____

    6. Connectivity simply means having an internet connection. ____

**Pair Discussion:** Define the following technical terms in your own words:

    applications        connectivity        database        interface     system

    B. Complete the statements with the expressions below as used in the video presentation.

    *unsung hero*        *at our fingertips*        *behind the scenes*        *take for granted*

By now, we're all used to the instant connectivity that puts the world (7) _____

from desktops or devices. The (8) _____ of our connected world is the Application

Program Interface or API. It's the engine under the hood and is (9) _____

that we (10) _____, but it's what makes possible all the interactivity we've

come to expect and rely upon.

**Pair Discussion:** Explain the meaning of the above idioms in your own words.

**Group Activity:** Work in small groups, and ensure to designate roles: *leader, recorder, researcher, and presenter.* Present an application that is still not available in our present time. Follow these steps:

    1. Discuss an existing problem (or a future need) that can be solved using an application.

    2. Describe the application's features and uses.

    3. Name the application and design its logo.

4. Present your group's application using a poster paper. Your poster should include: problem or need, feature(s) and use(s), name of the application, and its logo.

## LESSON 2

**Group Activity (Rounds):** Present your group's work in two to three minutes. Be ready to answer some questions from your teacher or classmates. Write a short comment on each group's poster about their app creation and design.

**Individual Activity**: Write a short descriptive paragraph (50-100 words only) about a learning application that you use in your studies. Describe its features and uses.

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**-END-**