Teacher Name: Ms. Paternain **Class (language & level):** Spanish- Level III (Novice-High to Intermediate-Low proficiency)	**Lesson Title/Topic**: Important figures in Spanish culture **Standards Addressed:** Spanish III, Unit 8, People • MLIII.P1E Demonstrate Novice-High to Intermediate-Low accuracy in oral and written presentations with respect to proper pronunciation, intonation and writing mechanics. • MLIII.CCC1A Understand the role of major contemporary and historical figures and events. • MLIII.CCC4B Locate and use community and Internet resources in the target language

Lesson Outcomes or Objectives:

Language
- Students will be able to effectively formulate polar questions (yes-no questions).
- Students will be able to successfully put into practice vocabulary related but not limited to:
    • Physical descriptions and personality traits
    • Hobbies and pastimes
    • Professions
- Students will be able to present orally information without impediments or misunderstandings due to pronunciation.
- Students will be able to write a composition about important Spanish figures which grammar will include:
    • Present tense
    • Past tense (when needed)
    • Noun/adjective agreement
    • Subject/verb agreement

Culture
- Students will understand the role of major contemporary and historical figures and events

Attitudes
- Students will speak only in Spanish.
- Students will present information about a Spanish figure on an effective and helpful way.
- Students will demonstrate interest toward the learning of Spanish culture.
- Students will work collaboratively.

Materials:
- Computer
- Power Point
- Internet access
- Website: http://us.akinator.com/

Technological tool and how it works:

- Akinator, the Web Genius is an Internet game based on Twenty Questions that can determine which character the player is thinking by asking him or her a series of questions. It is an Artificial Intelligence program that can find and learn the best questions to be asked to the player. Created by three French programmers in 2007, it became popular in November 2008, according to Google Trends. While playing "Akinator," the questions are asked by a genie. The game became famous in Europe in 2009 and Japan in 2010 with the launch of mobile apps by French mobile company SCIMOB, reaching highest ranks on app store (Wikipedia)

- In order to begin the questionnaire, the user must hit the play button and is then asked to input a user name, their age, and their gender. Then, it begins asking a series of 20 yes or no questions in order to narrow down the potential character that the user is thinking of. The possible user's answers are "yes, probably partially, I don't know, probably not/not really, and no". If the answer is narrowed down to a single likely option before 20 questions are asked, the program will automatically ask if the characters is correct. If the character is guessed wrong three times in a row, then the program will prompt the user to input the character's name, in order to expand its database of choices (Wikipedia)

Activities/ Procedures:

1. Teacher will give out a list that will include important figures in the Spanish Culture (See Appendix A).
2. In pairs, students will choose one figure they would like to learn more about (See Appendix A).
3. Independently, students will look for information related to the figure chosen (Internet or Encyclopedia).
4. Pairs will meet at the computer lab to write a composition about the figure chosen.
5. Students will present the information to the rest of the class. Students will be able to make use of any software (Eg. Prezi or Power Point) to support their oral presentation.
6. Each pair will play "Akinator" on the Smart board or projector. Each member of the pair will take turns to read the questions that "Akinator" will ask about the character they have chosen.
7. Students in the classroom will answer the questions that "Akinator" will ask aloud showing a good understanding of the information just presented by their peers.

Review/ Assessment

In order to obtain an A:
1. Clear and effective description of the figure chosen that includes why he/she is an important figure in the Spanish speaking culture.
2. Pairs will work collaboratively on the writing.
3. Presentation keeps students engaged and eager to learn more about the character
4. Information presented is easy to understand because the Spanish used is appropriate with a wide range of vocabulary (Minimum 10 sentences)
5. Pronunciation does not impede the message.
6. Few errors are evident.
7. Grammar includes use of the present tense, past tense when needed, noun/adjective agreement, subject/verb agreement, and connecting phrases are evident.
8. Visual presentation is effective and helpful.

Extension:

- Once all the figures that were chosen, students will be able to put into practice their knowledge about some figures by playing a "face-to-face Akinator". Students will sit in pairs. One of them will play the role of Akinator and the other one the role of student. The one who plays the role of Akinator will think of one figure he/she has learned. The other student will ask yes/no questions to "Akinator" until she/he guesses the character. Through this activity, students will be able to practice the formulation of yes/no questions and at the same time, they will show their understanding of information related to Spanish figures.
- Students can also play at home individually or in the classroom. Since questions are random, students will have access to new vocabulary each time they play.

Possible issues:
- Slow Internet connection.
- Go off topic/ go to another website.
- If entered the wrong age, inappropriate questions may come up.
- Advertisements on the website

Benefits:
- This software is available in several languages: English, French, German, Hebrew, Russian, Portuguese, and Japanese.
- Available for Iphone and Ipad ($1.99).
- This interactive software is perfect to practice simple yes/no questions. Since they are random questions, students will have access to new vocabulary each time they play.
- Engaging: Feeling that you can beat the genius.
- A lot of time is not necessary to play.

Limitations:
- All the questions are in the present, even when the character is dead.
- The use of the present tense does not encourage the learning of other tenses.

Future research:
- Does the use of "Akinator" promote the understanding of the structure of yes/no questions?
- Are students more motivated to learn a language when using this application?
- In which contexts is "Akinator" an effective tool?

APPENDIX A

1) Francisco Franco
2) Agustín Pinochet
3) María Félix
4) Rigoberto Menchú
5) Montezuma
6) Pablo Neruda
7) Pablo Picasso
8) Diego Rivera
9) Frida Kahlo
10) La Malinche
11) Atahualpa
12) Tito Puente
13) Evita Perón
14) Che Guevara
15) Sor Juana Inez de la Cruz
16) Juana La Loca
17) Celia Cruz
18) El Cid
19) Desi Arnaz
20) Octavio Paz
21) Hernán Cortés
22) Simón Bolívar
23) Boabdil
25) Chabuca Granda
26) Alfonsina Storni
27) Francisco Pizarro
28) Séneca
29) Shakira
30) Pedro Almodóvar
31) Juanes
32) Gloria Estefan
33) Fidel Castro
34) Vicente Fernández
35) Jennifer López
36) Rey Juan Carlos
37) Isabel Allende