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Spanish 3
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Review Game / Lucha Libre

Round Background: My period 3, Spanish 3 group is the class I have most recently taken over. Since taking over we went through a period of assessments and routine implementations which, which while rocky at the beginning, is now appearing to bear some fruit (knock on wood). We are nearing the end of our first unit and have now come to the review game before the final examination. This game (which is similar to the amazing race game played in my first round) will have four stages and serve as a final preparation for the test. It will also be a great way to informally gauge whether the content has been internalized or is in need of further review. We are also in the middle of our final sport we have been discussing: **Lucha Libre!** and will go on to make our initial mask designs and choose out “luchador” names before ending the class.

Round Focus: This class is one of my most challenging groups for several reasons: First most of the students do not want to participate in class, no matter how engaging the content. Second the level of Spanish proficiency in the class varies wildly, from some near native speakers to students who know less than a traditional Spanish I student. My focus in this unit has been to build some foundational elements such as initial verb conjugations, and the building of vocabulary. My focus in this round is really how much of this has “stuck”. I want the students to use their vocabulary to listen for clues in the bellringer, I want them to use their notes during the games, and to have fun and be engaged during the naming and design of their luchador masks /personas.

Learning-centered Inquiry:

Are the students able to draw upon their notes / vocabulary during the bell-ringer and the game?

Are the student-groupings working?

Practice Centered Inquiry:

Am I transitioning well between activities?

Do these group review games appear to be effective in synthesizing information?