



FACULTY OF BUSINESS
BACHELOR OF BUSINESS ADMINISTRATION IN GAMING AND RECREATION MANAGEMENT
LEARNING MODULE OUTLINE

Academic Year	2023/2024	Semester	2
Module Code	ENGL2102		
Learning Module	English IV		
Pre-requisite(s)	ENGL1101, ENGL1102		
Medium of Instruction	English		
Credits	3	Contact Hours	45
Instructor	YAN OI KUAN TANG CHIO MAN	Email	okyan@mpu.edu.mo cmtang@mpu.edu.mo
Office	PEARL JUBILEE, TAIPA, PLG201 PEARL JUBILEE, TAIPA, P241	Office Phone	88936153 88936157

MODULE DESCRIPTION

This is the second of the two pre-intermediate English courses. The course aims to develop students' English language skills, especially speaking and listening, and build their confidence in using the language. Interaction is encouraged through many communicative activities. Besides improving speaking and listening skills, students also increase their knowledge of grammar by studying structures in context and expand their vocabulary by learning new words. The integration of authentic materials will enhance the usefulness of the course.

The learning module is intended to encourage students to use English in common social and workplace settings. It will also focus on further developing students' English skills in listening, speaking, reading, and writing. Topics include basic work communication, telephone skills, usage of vocabulary and grammar, listening, speaking, reading, and writing.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

On completion of this learning module, students will be able to:

M1.	Express their opinions and develop a longer conversation by responding appropriately and introducing new material
M2.	Apply grammatical knowledge with accuracy
M3.	Demonstrate pre-intermediate reading and listening skills
M4.	Apply sufficient vocabulary to express themselves in daily life scenarios
M5.	Communicate and express themselves confidently in a job interview



These ILOs aims to enable students to attain the following Programme Intended Learning Outcomes (PILOs):

PILOs	M1	M2	M3	M4	M5
P1. Master basic and professional knowledge and theories related to gaming and recreation management, with multidisciplinary vision and theoretical literacy	✓		✓	✓	✓
P2. Integrate the knowledge acquired to understand and analyse professional topics in the field of gaming and recreation management	✓	✓	✓	✓	✓
P3. Master and apply a series of general transferable skills, including language, communication, team collaboration, information technology, and data processing skills, to effectively meet requirements for learning and in the workplace	✓	✓	✓	✓	✓
P4. Organise and assess literature and empirical data systematically and independently, and be able to analyse complicated problems in their daily work so as to generate corresponding counter-measures and solutions					
P5. Professionally and competently perform the duties of gaming and recreation management personnel and do well in planning, organising, leading, controlling and developing	✓				✓
P6. Comply with the law, and possess awareness of ethical issues and social responsibility when performing duties in gaming and recreation management	✓				✓

MODULE SCHEDULE, COVERAGE AND STUDY LOAD

Week	Content Coverage	Contact Hours
1	Course Introduction - Course Introduction - Video: Tips on Job Interview - Discussion: Interview questions	3
2	Job Interview - Reading and Speaking: Job Interview - Vocabulary: City life - Grammar: Articles	3
3	Unit 8 - Reading and Vocabulary: Top 5 Most Extreme Places - Grammar: Qualifiers with countable and uncountable nouns - Video and Speaking: Asking and giving directions	3
4	Unit 9 - Grammar: Present tense after if, when and other time words - Listening and speaking: How to clean a house in 3 mins - Vocabulary: Modern Equipment	3



5	Unit 10 - Vocabulary: Accident and injuries - Grammar: Past Continuous - Speaking: Talking about health - Game: A crossword puzzle	3
6	Unit 10 and 11 - Grammar: Used to - Reading: The best thing in life - Vocabulary: Adjectives with independent preposition	3
7	Unit 11 - Reading and vocabulary: Survival Items - Grammar: conditional sentences with would - Video: White Gold	3
8	Midterm Test	3
9	Unit 12 - Discussion: Famous Brand - Reading: What makes a good brand great? - Grammar: Present and Past simple passive - Listening: Present a new product	3
10	Unit 13 - Video and speaking: Making and responding to suggestions - Vocabulary: Personal Characteristics - Grammar: Present perfect continuous and present perfect simple	3
11	Unit 14 - Vocabulary: Money - Grammar: Past Perfect - Listening and Speaking: Telling a story	3
12	Revision - Final Exam Revision	3
13	Mock Job Interview	3
14	Mock Job Interview	3
15	Final Examination	3

TEACHING AND LEARNING ACTIVITIES

In this learning module, students will work towards attaining the ILOs through the following teaching and learning activities:

Teaching and Learning Activities	M1	M2	M3	M4	M5
T1. Lectures	✓	✓	✓	✓	✓
T2. Audio/Videos	✓	✓	✓		



T3. Role plays	✓	✓	✓	✓	
T4. Games	✓	✓	✓	✓	
T5. Mock Job Interview	✓	✓	✓	✓	
T6. Group Presentations	✓	✓		✓	✓

ATTENDANCE

Attendance requirements are governed by the Academic Regulations Governing Bachelor's Degree Programmes of the Macao Polytechnic University. Students who do not meet the attendance requirements for the learning module shall be awarded an 'F' grade.

ASSESSMENT

In this learning module, students are required to complete the following assessment activities:

Assessment Activities	Weighting (%)	ILOs to be Assessed
A1. In-class performance	10%	M1, M2, M3, M4
A2. Assignments	10%	M1, M2, M3, M4
A3. Quizzes	10%	M1, M2, M3, M4
A4. Midterm Test	20%	M1, M2, M3, M4
A5. Mock Job Interview	10%	M1, M2, M4, M5
A6. Final Written Exam	40%	M1, M2, M3, M4

The assessment will be conducted following the University's Assessment Strategy (see www.mpu.edu.mo/teaching_learning/en/assessment_strategy.php). Passing this learning module indicates that students will have attained the ILOs of this learning module and thus acquired its credits.

MARKING SCHEME

Students will be assessed continuously throughout the semester. They are, thus, strongly encouraged to come to class regularly and punctually, participate in all activities, complete class and homework assignments, and do well in assessments. This course is graded on a 100 point scale, with 100 being the highest possible score and 50 the pass score.



The breakdown for the final mark is as follows:

	Remarks	Percentage
Continuous assessment	In-class performance	10%
	Assignments	10%
	Quizzes	10%
	Mock Job Interview	10%
	Midterm Test	20%
Final Exam	Written Exam	40%

REQUIRED READINGS

1. Sarah Cunningham, Peter Moor & Araminta Grace: Cutting Edge Third Edition: Pre-Intermediate: Student's Book with DVD-ROM, Pearson Education Ltd, 2013.
2. Sarah Cunningham, Peter Moor & Araminta Grace: Cutting Edge Third Edition: Pre-Intermediate Workbook with Key, Pearson Education Ltd, 2013.

REFERENCES

1. David Cotton, David Falvey & Simon Kent: Market Leader: Pre-Intermediate Business English Course Book, Longman, 2002.
2. Gary Blake & Robert W. Bly: The Elements of Business Writing, Longman, 1991.
3. Mario Rinvolucri: Grammar Games: Cognitive, affective and drama activities for EFL students, Cambridge University Press, 1984.
4. Raymond Murphy & William R. Smalzer: Grammar In Use Intermediate, Cambridge University Press, 2007.
5. Wong T. L. : Distinctive Reading Comprehension. Book 1, Healthy Book Store, 2018
6. Wong Winson: Intensive Reading Comprehension. Book 2, Sun Harvest Publishing Co., Ltd, 2019

Websites

1. Youtube: www.youtube.com
2. Kahoot: www.kahoot.com
3. BBC: www.bbc.com
4. British Council: www.britishcouncil.org
5. Earthwalk: www.earthwalktravel.com



STUDENT FEEDBACK

At the end of every semester, students are invited to provide feedback on the learning module and the teaching arrangement through questionnaires. Your feedback is valuable for instructors to enhance the module and its delivery for future students. The instructor and programme coordinators will consider all feedback and respond with actions formally in the annual programme review.

ACADEMIC INTEGRITY

The Macao Polytechnic University requires students to have full commitment to academic integrity when engaging in research and academic activities. Violations of academic integrity, which include but are not limited to plagiarism, collusion, fabrication or falsification, repeated use of assignments and cheating in examinations, are considered as serious academic offenses and may lead to disciplinary actions. Students should read the relevant regulations and guidelines in the Student Handbook which is distributed upon the admission into the University, a copy of which can also be found at www.mpu.edu.mo/student_handbook/.