



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

|                       |  |               |                                       |
|-----------------------|--|---------------|---------------------------------------|
| Academic Year         | 2025/2026  | Semester      | 1 <sup>st</sup> Semester              |
| Module Code           | ENGH1101-111/112/113/114, ENGL1101-11M/11N/11O/11P         |               |                                       |
| Learning Module       | English I  |               |                                       |
| Pre-requisite(s)      | No   |               |                                       |
| Medium of Instruction | English  |               |                                       |
| Credits               | 3  | Contact Hours | 45                                    |
| Instructor            | TANG CHIO MAN<br>YAN OI KUAN                               | Email         | cmtang@mpu.edu.mo<br>okyan@mpu.edu.mo |
| Office                | PEARL JUBILEE, TAIPA, P241<br>PEARL JUBILEE, TAIPA, PLG201 | Office Phone  | 88936157<br>88936153                  |

**MODULE DESCRIPTION**

The module is intended to expose students to the variety of spoken English. It will focus on developing students' English skills in listening, speaking, reading, and writing. Topics include conversation skills, usage of vocabulary and grammar, reading, writing, and listening.

This is the first of the two elementary English courses. The learning module aims to increase students' skills and competence in using English in everyday situations, as well as in the workplace. It will develop students' use of the four language skills (speaking, listening, reading, and writing) with substantial emphasis being placed on oral and listening skills in class. Interaction is encouraged through communicative tasks and activities. The introduction of casino terminologies also enhances the usefulness of the course. Language skills include skimming & scanning techniques, participating in discussions, etc.

**MODULE INTENDED LEARNING OUTCOMES (ILOS)**

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

|     |  |
|-----|--|
| M1. | Demonstrate improved elementary listening and reading skills                                   |
| M2. | Apply basic grammatical structures with accuracy   |
| M3. | Communicate in short sentences and deal with a variety of everyday situations and interactions |
| M4. | Apply casino terminologies at workplace situations   |



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

| PILOs  | M1 | M2 | M3 | M4 |
|--|----|----|----|----|
| P1. a solid grasp of professional knowledge and theory in gaming and recreation management with a multidisciplinary perspective and theoretical literacy;  | ✓  | ✓  | ✓  | ✓  |
| P2. the ability to integrate the knowledge acquired to critically and creatively perceive, understand and analyze professional topics in the area of gaming and recreation management;   | ✓  | ✓  | ✓  | ✓  |
| P3. be proficient in the acquisition and application of a range of transferable skills, including language use, communication and presentation, group collaboration, information technology and data processing, to respond effectively to the demands of learning and the workplace | ✓  | ✓  | ✓  | ✓  |

#### MODULE SCHEDULE, COVERAGE AND STUDY LOAD

| Week | Content Coverage   | Contact Hours |
|------|--|---------------|
| 1    | General Course Introduction + Unit 1<br>1.1 Course Introduction<br>1.2 Ice-breaking task: Write and talk about yourself<br>1.3 Vocabulary: Countries and nationalities                 | 3             |
| 2    | Unit 1 + Unit 2<br>2.1 Vocabulary: Jobs<br>2.2 Speaking activity: Name card game<br>2.3 Grammar: Possessive's, has got<br>2.4 Video: Life in the Artic                                 | 3             |
| 3    | Unit 2<br>3.1 Reading and Vocabulary: Family Connections<br>3.2 Speaking: Talk about your five favourite people<br>3.3 Listening: A song "Little Things"<br>3.4 Game: Crossword Puzzle | 3             |
| 4.   | Unit 3<br>4.1 Reading: Amrita's life<br>4.2 Grammar: Present Simple  | 3             |



|    |  |   |
|----|--|---|
|    | 4.3 Vocabulary: Telling Time & Time Expression<br>4.4 Listening: Life on a Scottish Island   |   |
| 5  | Unit 3<br>5.1 Listening and Reading: Life in Melbourne<br>5.2 Group discussion: Life in your favourite place<br>5.3 Casino Terminology I   | 3 |
| 6  | Unit 3 + Unit 4<br>(3 hours)<br>6.1 Video: Indian Railway<br>6.2 Vocabulary: Activities<br>6.3 Listening: A typical pop star?<br>6.4 Grammar: Adverb of frequency                      | 3 |
| 7  | <b>Midterm Test</b>  | 3 |
| 8  | Unit 4<br>8.1 Reading and Listening: Choose a holiday activity<br>8.2 Group Discussion and Speaking: The best holiday course<br>8.3 Casino Terminology II<br>8.4 Video: Meeting people | 3 |
| 9  | Unit 5<br>(3 hours)<br>9.1 Vocabulary and Reading: Transportation<br>9.2 Grammar: Articles, Can/Can't<br>9.3 Video: Race across London   | 3 |
| 10 | Unit 5<br>10.1 Reading and Listening: London's cycle-sharing scheme<br>10.2 Speaking: Do a transport survey<br>10.3 Vocabulary: Tourist attractions in Macao                           | 3 |
| 11 | Unit 6<br>(3 hours)<br>11.1 Vocabulary: Food (countable and uncountable nouns)<br>11.2 Grammar: There is/are; some/ any; how much/many<br>11.3 Reading: Healthy diet                   | 3 |
| 12 | Unit 6<br>(3 hours)<br>12.1 Listening and Discussion: Your favorite place to eat<br>12.2 Speaking and Vocabulary: Ordering Food and Drink  | 3 |



|    |   |   |
|----|---|---|
|    |   |   |
| 13 | Unit 7<br>13.1 Listening: Jackie Kennedy Onassis<br>13.2 Grammar: Simple past & past time phrases<br>13.3 Reading and Vocabulary: Life events | 3 |
| 14 | Unit 7<br>14.1 Final Exam Revision  | 3 |
| 15 | <b>Final Examination</b>  | 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 |
|----------------------------------|----|----|----|----|
| T1. Lectures                     | ✓  | ✓  | ✓  | ✓  |
| T2. Audio / Videos               | ✓  | -  | ✓  | -  |
| T3. Role Plays                   | -  | ✓  | ✓  | ✓  |
| T4. Games                        | ✓  | ✓  | ✓  | ✓  |
| T5. Group Discussions            | ✓  | -  | ✓  | -  |

### 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            |
| A2. Assignment           | 10%           | M1,M2,M4            |
| A3. Quizzes              | 20%           | M2,M4               |
| A4. Midterm Test         | 20%           | M1,M2,M3, M4        |
| A5. 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](http://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

|                       | Remarks              | Percentage |
|-----------------------|----------------------|------------|
| Continuous assessment | In-class performance | 10%        |
|                       | Homework             | 10%        |
|                       | Quizzes              | 20%        |
|                       | Midterm Test         | 20%        |
| Final Exam            | Written Exam         | 40%        |

#### REQUIRED READINGS

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

#### REFERENCES

1. Irene Barrall: Market Leader: Elementary Business English Course Book. Longman, 2007.
2. Raymond Murphy & William R. Smalzer: Grammar In Use Intermediate, Cambridge University Press, 2007.
3. Mario Rinvolucri: Grammar Games: Cognitive, affective and drama activities for EFL students, Cambridge University Press, 1984.
4. Tang Amy, Chan Sandy, Un Winnie: Practice Makes Perfect: A course book for casino English foundation (level 4), Macao Polytechnic Institute, 2009.
5. Gareth Rees: New language Leader Pre-Intermediate Course book. Pearson Education, 2014



## **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/](http://www.mpu.edu.mo/student_handbook/).