



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

Academic Year	2024/2025	Semester	2 nd Semester
Module Code	ENGH1102-121.122.123.124		
Learning Module	English 2		
Pre-requisite(s)	No		
Medium of Instruction	English		
Credits	3	Contact Hours	45
Instructor	Amy Tang Joanna Yan	Email	cmtang@mpu.edu.mo okyan@mpu.edu.mo
Office	PEARL JUBILEE, TAIPA, P241 PEARL JUBILEE, TAIPA, PLG201	Office Phone	88936157 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 second of the two elementary English courses, and the course is intended to increase students' skills and competence in using English in general situations. Substantial emphasis is placed on oral skills in class, and interaction is encouraged through many communicative activities. The integration of authentic materials also enhances the usefulness of the course. Language skills include writing incident reports, telephoning, etc.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

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

M1.	Demonstrate an expanded vocabulary and elementary reading skills;
M2.	Demonstrate improved elementary listening skills;
M3.	Apply basic grammatical structures with accuracy;
M4.	Write simple casino incident reports of about 200 words



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	Course Introduction + Unit 8 1.1 Course Introduction 1.2 Vocabulary: Different types of films 1.3 Grammar: Adjectives with –ed/ -ing form 1.4 Activity: Play Kahoot game	3
2	Unit 8 Reading: Queen of Egypt 2.2 Listening & speaking: Talk about an evening in or out 2.3 Grammar: Negative and Question form of Past Simple 2.4 Video: Arranging an evening out	3
3	Unit 9 3.1 Vocabulary: Describing objects 3.2 Grammar: Comparative and Superlative Adjectives 3.3 Speaking: Group Survey	3



4	Unit 9 4.1 Vocabulary: Shops and services 4.2 Reading: Top five unusual shops 4.3 Listening: Choose souvenirs from your country 4.4 Speaking: A bargaining game	3
5	Unit 10 5.1 Vocabulary: Clothes 5.2 Grammar: Present Continuous & Present Simple 5.3 Listening: Clothes at work	3
6	Unit 10 6.1 Vocabulary: Describing personality 6.2 Speaking and Listening: Asking for goods and services 6.3 Writing: Describing people	3
7	Unit 10 7.1 Speaking: Gaming Floor Scenarios 7.2 Writing: Casino Incident reports	3
8	Midterm Test	3
9	Unit 11 9.1 Reading: Working animals 9.2 Listening: Intelligent animals 9.3 Grammar: Question words 9.4 Video: Animals in Danger	3
10	Unit 12 10.1 Grammar: Going to for future intentions 10.2 Vocabulary: Talking about the Weather 10.3 Listening: Plans for the weekend 10.4 Reading: Celebrating the season	3
11	Unit 12 & 13 11.1 Group Discussion: Festivals in Macao 11.2 Grammar: Have to, don't have to 11.3 Video and Speaking: Suggestions and Offers 11.4 Vocabulary: School and university subjects	3
12	Unit 13 & 14 12.1 Vocabulary: Education and training 12.2 Reading: From slates to iPads 12.3 Grammar: might and will 12.4 Vocabulary: Ways of Communicating 12.5 Grammar: Present Perfect Tense	3



13	13.1 Revision 13.2 Presentation	3
14	14.1 Presentation	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
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,M3,M4
A3. Quizzes	20%	M2,M3
A4. Midterm Test (Oral Test + Presentation)	20%	M1,M2,M3,
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). 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 Rinvulcri: 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/.