澳門理工大學
Universidade Politécnica de Macau
Macao Polytechnic University

FACULTY OF BUSINESS

BACHELOR OF BUSINESS ADMINISTRATION IN GAMING AND RECREATION MANAGEMENT

LEARNING MODULE OUTLINE

Academic Year	2025/2026	Semester	1st Semester
Module Code	ENGH2101-211/212/213/214, ENGL2101-21N/21O/21P/21Q		
Learning Module	English III		
Pre-requisite(s)	No		
Medium of Instruction	English		
Credits	3	Contact Hours	45
Instructor	TANG CHIO MAN YAN OI KUAN	Email	cmtang@mpu.edu.mo okyan@mpu.edu.mo
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MODULE DESCRIPTION

This is the first of the two pre-intermediate English courses. The learning module aims to develop students' English four 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.	Work in small groups to do a short presentation of about 15 minutes using English

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

PILOs	M1	M2	M3	M4	M5
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	✓	✓	✓	✓	✓
P6. Demonstrate leadership, teamwork and conflict management using effective communication skills to avoid conflict	✓			✓	✓

MODULE SCHEDULE, COVERAGE AND STUDY LOAD

Week	Content Coverage	Contact Hours

1	Course Introduction (3 hours)
	  1.1 Course Introduction
	  1.2 Grammar: Basic Sentence Structure
		3

2	Unit 1
	  2.1 Vocabulary: Leisure activities
	  2.2 Listening: Leisure time survey
	  2.3 Reading: New ways with old sports
	  2.4 Discussion: Dictionary skill
		3

3	Unit 2
	  3.1 Group Presentation: Linking words
	  3.2 Grammar: Past simple
	  3.3 Reading: Firsts in television technology
		3

4	Unit 2
	  4.1 Grammar: Time phrases: at, on, in, ago
	  4.2 Vocabulary: Words to describe feelings
	  4.3 Listening: Describe a first or last time
	  4.4 Video and Speaking: Travel questions
		3

5	Unit 3
	  5.1 Discussion: Daily Routines
	  5.2 Reading and speaking: Short sleepers and long sleepers
		3

	5.3 Grammar: Should, shouldn't	

6	Unit 3
	    6.1 Grammar: Can, can't, have to, don't have to
	    6.2 Listening: An unusual job
	    6.3 World Heritage Sites in Macao
		3

7	Midterm 7.1 Midterm Test	3

8	Unit 4
	    8.1 Vocabulary: Special days (3 hours)
	    8.2 Grammar: Present Continuous + Present Simple
	    8.3 Reading and Speaking: Red Nose Day
		3

9	Unit 5
	    9.1 Reading and Vocabulary: Physical Appearance
	    9.2 Listening and Speaking: Special Clothes
		3

10	Unit 5
	    10.1 Vocabulary: Parts of the body
	    10.2 Grammar: Questions with How, What and What… like?
	    10.3 Video: City of street style
	    10.4 Speaking: Do a survey about image
		3

11	Unit 6
	    11.1 Vocabulary: Going on holiday
	    11.2 Grammar: Plans and intentions
	    11.3 Video and Speaking: Making requests and asking for permission
		3

12	Unit 7
	    12.1 Vocabulary : Verb phrases about Ambitions
	    12.2 Grammar: Present Perfect + Past Simple
	    12.3 Listening: Ambitions and Achievements
		3

13	Unit 7 (3 hours) 13.1 Final Exam Revision 13.2 Group Presentations: Design an ideal holiday	3
14	14.1 Group Presentations: Design an ideal holiday	3
15	15.1 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. Group Discussions	✓	✓	✓	✓	-
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. Homework	10%	M1, M2, M3, M4
A3. Quizzes	10%	M1, M2, M3, M4
A4. Midterm Test	20%	M1, M2, M3, M4
A5. Group Presentation	10%	M1.M2, M4,M5
A6. Final Written Exam	40%	M1, M2, M3, M4

The assessment criteria for the presentation includes the use of visual aid, coherence, creativity, grammar, eye contact, pronunciation, volume, fluency, posture & gestures and the length of speech.

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%
	Homework	10%
	Quizzes	10%
	Group Presentations	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/.