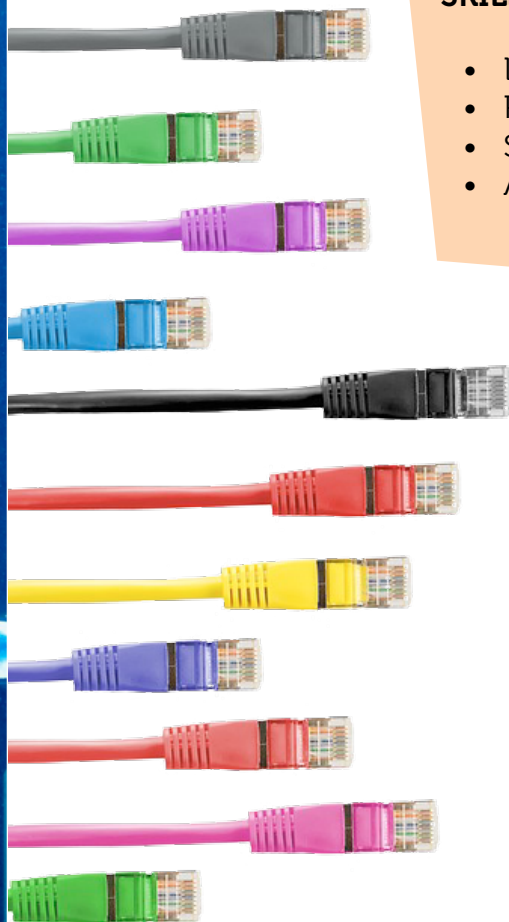# LEISURE AND TECHNOLOGY

OBJECTIVES:

- Finding out about the environmental and social problems which the manufacturing processes of many electronic devices give rise to.

- Reflecting about the dependency on technology which many children suffer from nowadays.

SKILLS DEVELOPED:

- Linguistic communication
- Processing information and digital competence
- Social and citizen-related
- Autonomy and personal initiative

In recent years, we have all seen how technology has come into children's leisure activities: game consoles, tablets, computers, mobile phones etc.

We believe a reflection about the reasons and problems behind this use is indispensable, along with underlining the values of traditional games and remembering their beneficial effects.

PROYECT DEVELOPMENT:

We will begin by watching the video titled *Llamada de atención*:

https://www.youtube.com/watch?v=Qy79mhJIIn0

After watching the video, we will start on the questionnaire:

- We follow several steps before these electronic devices get to us: life cycle.

From what you have seen in the video, put the following squares in order.

Using these special materials gives rise to several problems. How many do we see in the video?	Do you like the atmosphere around the workers we see in the video while they are making mobile phones? Would you like to work like that?	Talk as a group about the term "built-in obsolescence" mentioned in the video and what you think it means.

We will then complete the questionnaire in order to encourage reflection:

1. **Do you have devices like that?**

2. **Are they latest generation?**

3. **Have you ever got rid of devices like that? Had they stopped working or was it obsolete technology?**

4. **Is it possible/necessary to always have the latest generation game consoles?**

5. **Only to play...**
   - What type of games do you choose?
   - Which games without technology do you like?
   - Do you often play alone?

6. **Amongst friends...**
   - What type of games do you choose?
   - Do you think you need technology to be able to have a good time with friends?
   - Make a list of games you like to play with friends which do not involve technology.
   - Do you often spend time playing them?

After filling in the questionnaire alone or in pairs, get together as a group to share everybody's opinions.