

I AM A TEENAGER**ENTRÉE CULTURELLE****COMPÉTENCES TRAVAILLÉES****Langages****PARLER EN CONTINU**

- Prendre la parole pour raconter , décrire , expliquer , argumenter.

ÉCOUTER ET COMPRENDRE

- Comprendre des messages oraux et des documents sonores de nature et de complexité variables.
- Savoir lire des documents vidéo et savoir mettre en relation images et documents sonores.

LIRE

- Comprendre des documents écrits de nature et de difficultés variées issus de sources diverses.
- S'approprier le document en utilisant des repérages de nature différente : indices extralinguistiques , linguistiques , pour identifier la situation d'énonciation et déduire le sens d'un message.

OBJECTIFS**CULTURELS et LEXICAUX :**

Le slang

L'industrie du jeu vidéo en ligne

PHONOLOGIQUES :

/ɪ/ et /i:/ ; /ʌ/ ; /ɑ:/

prononciation du -r final

DOCUMENTS SUPPORTS

- 4 documents iconographiques présentant des adolescents s'adonnant à leurs loisirs.

- 2 vidéos

-Kelly Quizzes the audience on teenage slang ,
The Kelly Clarkson Show

[https://www.youtube.com/watch?](https://www.youtube.com/watch?v=tBv_K3EVzZs)

[v=tBv_K3EVzZs](https://www.youtube.com/watch?v=tBv_K3EVzZs)

-Teens tell about slang like lit salty down in the
DMs and more, TODAY

[https://www.youtube.com/watch?](https://www.youtube.com/watch?v=wZO1daK1PN0&t=52s)

[v=wZO1daK1PN0&t=52s](https://www.youtube.com/watch?v=wZO1daK1PN0&t=52s)

- Un article de presse du Guardian

[https://www.theguardian.com/games/2019/jul/](https://www.theguardian.com/games/2019/jul/29/american-teenager-becomes-first-fortnite-world-cup-champion-kyle-bugha-giersdorf)

[29/american-teenager-becomes-first-fortnite-](https://www.theguardian.com/games/2019/jul/29/american-teenager-becomes-first-fortnite-world-cup-champion-kyle-bugha-giersdorf)

[world-cup-champion-kyle-bugha-giersdorf](https://www.theguardian.com/games/2019/jul/29/american-teenager-becomes-first-fortnite-world-cup-champion-kyle-bugha-giersdorf)

Ces activités sont destinées à une classe de fin de cycle 4.

Il s'agit de sensibiliser les élèves aux divers registres de langue de l'anglais à travers le *slang*. Les élèves se trouvent confrontés à plusieurs types de langages et apprennent à choisir les plus appropriés (extrait du programme pour le cycle 4)

Le jeu en ligne *Fortnite* n'est plus à présenter aux adolescents . Certains en sont accros , d'autres en font une source de revenus et pensent à une carrière dans l' esport. Ce sujet peut amener à débattre sur le fléau des addictions mais aussi sur les nouvelles perspectives dans le monde professionnel .

Les supports à propos de *slang* peuvent également être exploités en classe de seconde (axes Représentation de soi et rapport à autrui et Vivre entre générations).

Séance 1

TALKING

- *Describe the pictures.*
- *What about you ? How do you like spending time with your friends ?*



- fam • • short word for babe or baby
- yolo • • on point
- bae • • the inner circle
- on fleek • • when someone is not in a good mood
- lit • • you only live once

THINK and WRITE



What about you ? Do you use slang words ? Justify your answer.
Give examples if you answered yes. Explain why you don't if you answered no.



Séance 3

SLANG WORKSHEET

VOCABULARY

Look for the formal English for these slang words.
The French meaning is here to help you.

Slang word	Formal English	French meaning
fl <u>u</u> nk		être recalé
to d <u>u</u> mp		jeter
a b <u>u</u> ck		un billet
k <u>i</u> cks		chaussures
g <u>u</u> ts		courage
a cr <u>ee</u> p		une personne étrange
to have a b <u>l</u> ast		s'éclater

Use the slang words in a sentence. 🖋️

- a) _____
- b) _____
- c) _____
- d) _____

e) _____

f) _____

g) _____

PHONOLOGY

Fill in the grid.

Put each slang word in the right category according to the pronunciation of the underlined syllable.

	/ʌ/	/i:/	/ɪ/	/ɑ:/
e.g. guts				

Séance 4

READING COMPREHENSION 

US teenager becomes first Fortnite World Cup champion, winning \$3m

Sixteen-year-old Kyle ‘Bugha’ Giersdorf beat 99 other players at the Fortnite World Cup tournament in New York

Last night, a US teenager who goes by the name Bugha – real name Kyle Giersdorf – became the **Fortnite** World Cup Champion. The 16-year-old beat 99 other players in the brightly coloured Battle Royale game, running, building and fighting his way to a \$3m (£2.4m) victory.

The competition began months ago, with waves of qualifiers being selected in weekly online play-ins. A total of 40 million people attempted to qualify for the World Cup, the first esports event of its kind for the mega-hit Fortnite, one of the world's most popular video games. The 100 who made their way to **New York** this weekend represented 30 different countries. Once there, they faced off in six rounds of the game's last-man standing battles, scoring points for eliminating others or staying alive for as long as possible. A pro player for the **esports** organisation Sentinels, which fields players in Hearthstone and Apex Legends tournaments as well as Fortnite, Bugha pulled ahead in the very first round, racking up nine eliminations and surviving all the other players.

Though his performances in future rounds were less attention-grabbing, his consistency meant that he stayed in first place throughout. In the sixth and final round he stayed alive until the top 10, eventually falling, but already smiling because he knew no one could catch up to his points lead. He ended up with almost double the score of the second-place competitor.

The American competitor described how he was feeling in a post-match interview. "I'm just so happy. Everything I've done, the grind, it's all paid off." His family was in the stadium to watch and congratulate him. So, too, were approximately 16,000 other attendees, with millions more tuning in online.

Because each Fortnite match starts out with 100 players, they can be difficult to follow as precisely as more straightforward competitive games. Matches usually begin slowly as players drop on to their favourite spots on the map and gather materials, guns, and stranger additional items like a hamster wheel for quickly travelling around or a shadow bomb that makes you temporarily invisible.

After a short time, a "storm" appears on the map, forcing players to move into a more condensed area. As the arena becomes smaller and smaller, the action ramps up, beginning

with scraps between two people or small groups, and ending with an all-out brawl with dozens of competitors packed into a tiny space. When only two players remain, a tense 1:1 battle determines who will get the all-important victory royale.

Many viewers of the Fortnite World Cup had favourite players that they supported throughout the tournament. The most popular competitor at the World Cup was likely Turner Ellis Tenney, better known as Tfue, who regularly broadcasts his matches to a dedicated community. Playing Fortnite is already his career, both as a competitive player in tournaments and as a streamer on Twitch, entertaining his fans on a daily basis. But many of the 100 competitors were ordinary teenagers, who practise on their home computers or consoles.

Sixteen-year-old Bugha represents the average age of a competitor, while others, including fifth-place finalist Thiago “King” Lapp from Argentina, were as young as 13. They were competing for a slice of the World Cup’s \$30m (£24m) prize pool, currently the biggest in esports history – and the same amount awarded to teams in the recent women’s football World Cup.

One 15-year-old British player, Jaden Ashman, took home over £1m by placing second with his partner in the duos version of the competition on Saturday. He told the BBC that he would probably save half of it and put “quite a lot of it into a house and my family”.

His mother admitted that she had been “quite against his gaming”. But with Ashman, King, Bugha, and others taking home life-changing amounts of money, and every competitor in the final 100 earning at least \$50,000, it’s clear that professional gaming can be an incredibly lucrative career for those few who are lucky, talented, and hardworking enough to make it.

<https://www.theguardian.com/games/2019/jul/29/american-teenager-becomes-first-fortnite-world-cup-champion-kyle-bugha-giersdorf>

1) Circle the right answers.

- **What is the boy's nickname ?**
 - a) Kyle
 - b) Gi
 - c) Bugha

- **He is from**
 - a) Spain 🇪🇸
 - b) United States 🇺🇸
 - c) United Kingdom 🇬🇧

- **He is**
 - a) 16
 - b) 20
 - c) 13

- **How many countries were represented in NY ?**
 - a) 20
 - b) 30
 - c) 40

- **Turner Ellis Tenney is**
 - a) the most famous competitor
 - b) the youngest competitor
 - c) the oldest competitor

- **Twitch is**
 - a) a live streaming platform for gamers
 - b) a music sharing service
 - c) a free email service

2) Find in the text the English equivalents of :

- **féliciter** : _____
- **adolescent** : _____
- **joueurs** : _____
- **tournoi** : _____
- **le boulot** : _____
- **l'âge moyen** : _____

3) Match the numbers with the French statements

- | | | |
|------------|---|---|
| 99 | • | • le nombre de personnes qui ont assisté au tournoi |
| 40 million | • | • la somme remportée par le vainqueur |
| 16 000 | • | • le nombre de personnes qui ont essayé de se qualifier |

- 50000
- le nombre de joueurs que Kyle a battu
- 3 million
- la somme minimum donnée aux 100 derniers participants

Séance 5

Recherche 🤖 (At home or in the school library)

Je me renseigne à propos des différentes professions de l'industrie du jeu vidéo.

Links :

<https://www.thebalancecareers.com/video-game-jobs-525965>

<https://www.careeraddict.com/video-game-careers>

*Attirer l'attention des élèves sur la prononciation du -r final (ne se prononce pas)
On aura déjà entendu et employé le mot teenager tout au long de la séquence.*

Translator

Writer

Professional gamer

QA Tester

Designer

Interaction orale - pairwork

Échange entre un(e) adolescent(e) et sa mère/son père.

Student A - Tu es un(e) adolescent(e) qui veut devenir pro-gamer. Tu dois à tout prix convaincre tes parents.

Student B- Tu es la mère/ le père et persuade ton enfant de choisir une orientation plus classique.

Chacun devra argumenter pour défendre sa position. Le travail de recherche en amont est nécessaire à la construction d'un dialogue cohérent.

Séances 6 & 7

WRITE 

En groupe

a)

Tu es game designer. En équipe, vous rédigez un projet de jeu vidéo que vous soumettez à un jury.

Faites de votre mieux car le scénario d'une seule équipe sera retenu au final.

b)

Une équipe-jury est responsable de la lecture de tous les scénarios et décidera du choix final. Les membres de cette équipe créent une grille afin de départager les productions .

Cette équipe prépare également des pistes d'amélioration pour les scénarios non retenus .