



WORKSHEET

1. **Close your eyes and think of a street in Martos. Why did you think of it? Describe it.**

2. **Match the following definitions to the correct words**

- a. Boasts
- b. Captivating
- c. Renaissance
- d. Hub
- e. Baroque
- f. Notable
- g. Commercial
- h. Lively
- i. Vibrant
- j. Diversity

__ (verb) to speak with pride or self-satisfaction about one's achievements, possessions, or abilities.

__ (adjective) capable of attracting and holding interest; charming.

__ (noun) a period of European cultural, artistic, and intellectual rebirth after the Middle Ages, often considered to span from the 14th to the 17th century.

__ (noun) the central part of a wheel, which rotates around an axle; a center of activity or interest.

__ (adjective) relating to or denoting a style of European architecture, music, and art of the 17th and 18th centuries that followed the Renaissance and is characterized by ornate detail.

__ (adjective) deserving of attention or notice; remarkable.

__ (adjective) relating to or engaged in commerce; concerned with or engaged in buying and selling goods or services.

__ (adjective) full of energy or spirit; bustling with activity or excitement.

__ (adjective) full of life, energy, or enthusiasm; bright and striking.

__ (noun) the state of being diverse; variety; the inclusion of different types of people (such as people of different races or cultures) in a group or organization.



Discovering Martos

Martos is a charming city located in the Andalusian region of Spain, offering visitors a unique blend of rich history, culture, and stunning architecture that can be explored through its streets. One of the most captivating streets in Martos is the Plaza Fuente de la Villa, a beautiful square situated in the heart of the old town. The square is home to the Fuente de la Villa, a striking Renaissance fountain that serves as the centerpiece of the plaza. Visitors can enjoy the scenic views and admire the numerous historic buildings surrounding the square, including the old town hall and other notable structures.

Another fascinating street in Martos is Calle Carrera, once the center of the city's commercial activity, which still remains a bustling area with shops, restaurants, and bars that reflect the city's lively atmosphere. It is an excellent place to experience the vibrant energy of Martos and observe the locals going about their daily lives.

Avenida Pierre Cibié is a modern street that offers a stark contrast to the traditional Andalusian style of Martos. This vibrant area is home to numerous contemporary buildings, including a great selection of shops, cafes, and restaurants. It is an excellent place to immerse oneself in the city's cultural diversity and get a sense of its modern urban identity.

The Church of Santa Marta is a must-see landmark in Martos, a stunning Baroque church located in Plaza de la Constitución, a central square in the city that was once the center of activity in the 1980s. Although it may no longer be the city's main hub, it remains a popular gathering spot for tourists due to its historical significance and magnificent architecture.

3. True or false and justify your answer

- a. The Fuente de la Villa is located in Plaza Fuente de la Villa.
- b. Calle Carrera is no longer a bustling area with shops and restaurants.
- c. Avenida Pierre Cibié reflects the traditional Andalusian style of Martos.
- d. The Church of Santa Marta is located in Plaza de la Constitución.
- e. Plaza Fuente de la Villa was once the center of the city's activity in the 1980s.

4. Find the wrong ideas in the text and modify it to make it true. You can change up to 6 sentences.

5. Debate:

- "Preserving historical architecture vs. promoting modern development in cities: which should take priority?"
- Is the tourism industry a positive or negative force for cities like Martos?

Local Resident / Business Owner / Tourist



Useful vocabulary for session 2

- Programming language: a set of instructions that tells a computer what to do
- Algorithm: a sequence of steps used to solve a problem or perform a task
- Debugging: the process of finding and fixing errors or bugs in code
- Function: a block of code that performs a specific task and can be reused throughout the program
- Loop: a block of code that repeats a set of instructions until a condition is met
- Variable: a value that can change or be assigned a different value within the program
- Conditionals: statements that allow a program to make decisions based on a certain condition being met or not
- Sensor: a device that detects or measures a physical quantity and sends a signal to the program
- Input: data or information that is entered into the program, such as through a keyboard or sensor
- Output: the result or response that the program provides based on the input and the code
- Map: a diagram or representation of an area, such as a street map
- Street grid: a network of streets that form a grid pattern
- Navigation: the process of planning and following a route to reach a destination
- Obstacle avoidance: the ability of the robot to detect and navigate around objects in its path
- Pathfinding: the process of finding the shortest or most efficient route between two points
- Destination: the end point or goal of the robot's journey
- Remote control: a device that allows the robot to be controlled from a distance
- Real-time: a system or process that responds immediately to changes and events
- Simulation: a computer program that models or imitates a real-world process or system.
- Code: a set of instructions that a computer can understand and execute
- Coordinate: a set of values that represents a position on a grid or a map
- Obstacle: an object or feature that obstructs or hinders movement
- Function call: the act of invoking or executing a function in a program
- Sub-routine: a small program that is called by another program to perform a specific task.