



## WORKSHEET

### 1. Brainstorm ideas for or against the following topics.

- "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

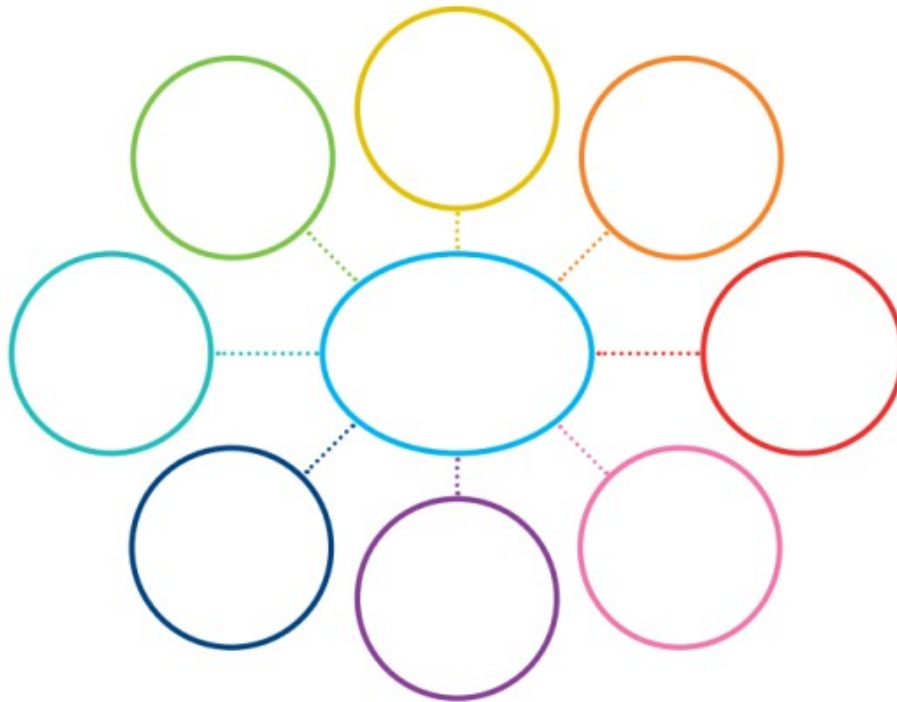
### 2. Debate preparation. Choose a topic and, in groups of four, prepare 3 arguments to defend both sides of the coin. Take into account the indications below.

When developing an argument, we need to take into account the following steps:

1. Claim
2. Reason
3. Evidence
4. Counter-claim
5. Rebuttal


### 3. Language Focus. Watch the following video and complete the following mind map with the phrases given:







4. Debate preparation. Assign roles in your team and check, with the help of these videos, how to structure your speech either you are for or against. Take some notes if necessary.

**RULE:** Use the WOW-HI APP to find information about the towns and include it in your speeches

Role	Minutes	Video	Observations
Introduction	2 minutes		
<b>Speech:</b>			



<b>1<sup>st</sup> Rebuttal</b>	<b>3 minutes</b>		
<b>Speech:</b>			
<b>2<sup>nd</sup> Rebuttal</b>	<b>3 minutes</b>		
<b>Speech:</b>			



<b>Conclusion</b>	<b>2 minutes</b>		
<b>Speech:</b>			

**5. Debate. Two teams, use the following timer and defend your side!**  
<https://cronometro.cicae.com/>

### Glossary 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



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- 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.