

About your Geography and History ESO 3 book



Your Geography and History ESO 3 book begins with an introduction to the Sustainable Development Goals, their principles and main targets.

The book is organised into four **blocks**.

- Block I: *Population and settlement*
- Block II: *Landscapes and economic activities*
- Block III: *The challenges of a globalised world*
- Block IV: *Geopolitics and international relations*



THE BLOCKS

Each block contains units that cover **topics** that are **related** to one another. These topics have been selected to promote your **individual emotional, social and academic growth** and to increase your awareness of the **challenges facing our world today**: the Sustainable Development Goals, children's rights, gender equality and digital competence. The content of each block is also designed to help you to develop the skills you'll need for your personal, academic and professional future.



The block introductions

Each block introduction includes an overview of the topics covered in the units in that block.

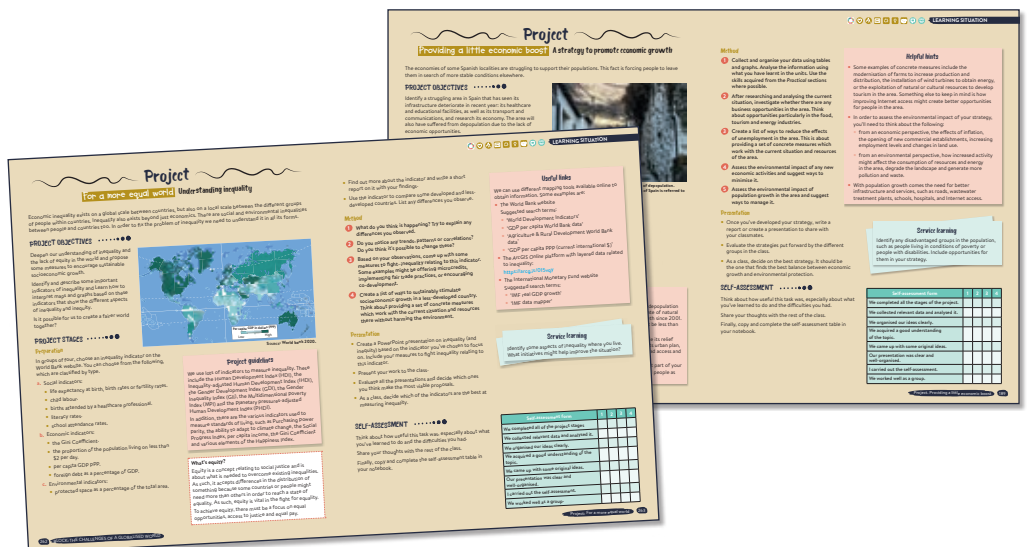
There's also an introduction to the different learning situations that appear in the block. You can start thinking about each of these and how they apply to your life!

In addition, there's an introduction to the project that comes at the end of the block. The competences covered in each unit, as well as the main content and the *Practical tasks*, will all help you to complete this project successfully.

Get ready to participate!

The projects

Would you like to apply in practice what you've learned in the units? Are you interested in producing a project to share with other people and in finding out ways you can contribute to your community? Working on these projects will help you to achieve all of this, as well as developing your **creativity** through working both **individually** and as part of a **group**.



UNITS

Unit introduction

The first two pages of each unit provide an attractive introduction to the topic you're going to study, helping you begin to **construct your own learning**.

The **images** provide a **visual** introduction to the content.

We're all responsible for the achievement of the Sustainable Development Goals. The **introductory text** will help you to work on topics related to these goals and to think of ways you can contribute to a better world in the future.

The **list of the contents** includes the main topics, unit sections and Learning situations (LS).

You can access the **QUIZ** on an **electronic device** to check what **you already know** about the contents of the unit. Go to your **GENIOX Desktop**.



In **Think and discuss**, there are activities that promote reflection and debate about the **contents** of the text and **our current global challenges**. You'll share your **experiences, ideas and opinions**, as well as **listening** to those of your classmates.

Development

These pages explain the content and are organised by **header**. The activities enable you to apply what you've learned.

Other special features include:

- **Connections**, which will help you to acquire a more **global vision** of your learning.
- **#ForABetterWorld**, which encourages you to **reflect** and **take action** on topics such as equality, sustainability and the environment.
- **Curiosities**, which includes strange **facts** and **figures, anecdotes** and **singular examples** related to the content.
- **Learn +**, which **expands** on aspects of the content. Knowledge should have no limits!
- **Working with sources**, which provides texts and images for you to **analyse**.



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As well as the main content pages, there are other **fixed sections** in the units.



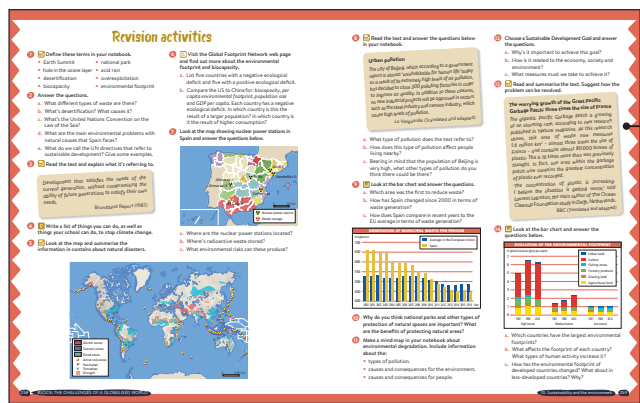
On the front page is a magazine-style presentation of current news stories related to the unit content.



The tasks in the **Practical** pages will enable you to develop the skills and **competences** specific to Geography and History. You'll learn how to interpret maps and graphs, make climographs, population pyramids and timelines... You'll see the many different ways in which Geography and History are essential to our lives.

Final sections

In the final pages of each unit, there are three sections which will help you to **synthesise** and **revise** what you've learned. You'll also be encouraged to integrate this knowledge and the competences you've developed in your learning process in your **oral** and **written production**.



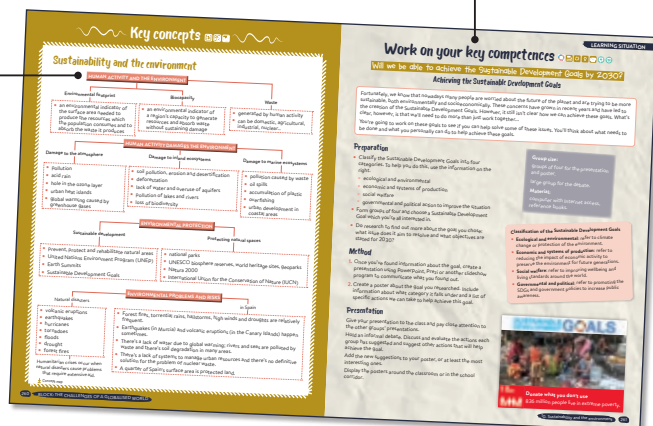
Revision activities prompt you to **relate** and **apply** what you've learned in the unit. These activities will help you to study and revise for your exams.

Work on your key competences presents a **Learning situation** that enables you to put the contents you've studied into practice in an **integrated** and **transversal** manner. Each task is based on **collaborative group work**.

Key concepts is a **synthesis** of the major content of the unit in the form of a **concept map**. It's a great starting point for your exam revision.










You can also do the **Digital revision activities**, read and listen to **Passnotes** and play **Dante's enigma**.

Go to your **GENiOX Desktop**.



The GENiOX Desktop









The **GENiOX Desktop** is a digital space where you can access your **digital book**, as well as a wide range of **resources** in different formats (such as video, HTML and PDF). These will help you with the tasks and processes that are the basis of your learning: observation, analysis, consolidating and expanding your knowledge, study skills and exam revision.

-  **Quiz:** a fun way to check what you already know before starting the unit.
-  **Unit presentation:** a summary of the key contents of the unit.
-  **Online maps:** with digital maps that cover the contents of the units, you'll discover a new way to study Geography.
-  **Animations:** dynamic illustrations and maps that help you to better understand processes.
-  **Passnotes:** summarised versions of each content section with audio.
-  **Dante's Enigma:** play against your classmates and show how well you know the contents of one or various units.
-  **Digital activities:** activities in an interactive format.
-  **Digital revision activities:** simple activities to help you to revise the unit.
-  **Weblinks:** to expand your knowledge and find information for research tasks.

Symbols used in your book

Some sections and activities in this book are specifically designed to develop the **key competences** and to focus on aspects of your **individual development** and the **challenges of today's world**. The symbols below help you to identify these sections and activities.









KEY COMPETENCES

-  Linguistic competence
-  Plurilingual competence
-  Competence in science, technology, engineering and mathematics (STEM)
-  Digital competence
-  Personal and social competence and learning to learn
-  Civic competence
-  Entrepreneurial competence
-  Cultural awareness and expression

FOCUS ON

-  Children's rights
-  Gender equality
-  Physical and emotional wellbeing
-  Digital competence
-  The world of work
-  The Sustainable Development Goals

OTHER SYMBOLS

-  Learning situation
-  Group activity and cooperative learning
-  Speaking activity
-  Online map
-  Passnotes
-  Digital revision activities
-  Dante's Enigma
-  Downloadable material

All of the activities in this book develop the plurilingual competence.