

Appendices

Appendix 1: *Table 1-Planning and creation timeline*

Phase	Date	Activity	Explanation	Timing
Planning	09/2021	School	The first step was to look for a school that applied CLIL methodology and was willing to collaborate.	-
	22/09/2021	Contact with school	The school where I studied, B.V.M Irlandesas Leioa, fulfilled these requirements, so I contacted them.	-
	22/10/2021	Selection of the topic	I looked for a topic that was included in their syllabus and that was appropriate for the use of AR: Economic sectors. Then, I selected the basic contents of this topic to be included in the sessions.	-
		Selection of vocabulary	Primary sector (raw material, agriculture, livestock, fishing, forest logging, mining), secondary sector (manufactured material, energy sources, industry, construction), industrial process, tertiary sector (trade and transport, tourism, commerce, business, health, education).	-
		Selection of grammar	Present simple (<i>The primary/secondary/tertiary sector includes...</i>) Generic, definite and indefinite articles (<i>The X sector includes, A raw material is..., This is an economic theory</i>)	-
	12/2021	Session planning	Throughout this month, I organised the different sessions and the activities to be carried out in each one of them, taking into account the timing. I thought about the objectives and contents to be worked on, and so I selected the types of activities.	1 month

Creation	01/2022	Pre- and post-test on content	I designed the pre- and post-test on content for the students. This test would be the guide for the creation of activities.	3 days
	01/2022	Familiarize with the application	Before starting to create the planned activities, it was necessary to test <i>Augmented Class</i> , the AR application. I created activities with different numbers of markers and various added multimedia in order to master the application.	1 week
	02/2022	Markers	In order to create the activities in the application, markers had to be created first. Therefore, I created a Word document and, activity by activity, I created the necessary markers.	1 week
	02/2022	Marker printing and lamination	Once the document with the markers had been finalised, they had to be printed and, once printed, they had to be laminated so that they would hold up well over time.	3 days
	02/2022	AR activities	Once I had the markers, I started to design the activities in <i>Augmented Class</i> .	2 weeks
	03/2022	Testing	Once the activities had been created, it was necessary to check that everything worked. In the process, some changes had to be made to the markers. Therefore, part of the printing and lamination process had to be repeated.	3 days
	03/2022	Pre- and post-test on technology	Once the creation of the activities was finished, I designed the pre-tests on the use of technology for students, the pre-test for teachers on their opinion about the use of technology in the classroom and the post-test on AR for students.	3 days
	03/2022	Augmented Class application PPT	Finally, I created a PPT that I would use with the students to explain how to use the Augmented Class application.	1 day

Appendix 2: Markers (For more information see https://youtu.be/TdjDS_CURp0)

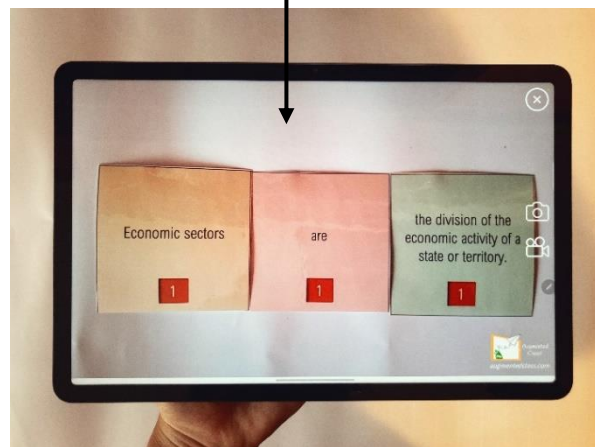
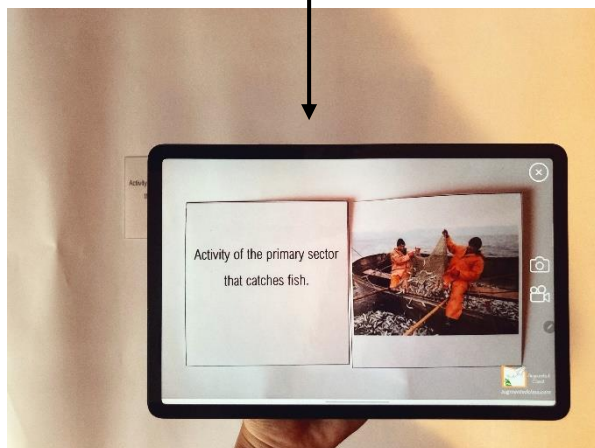
Appendix 2.1: 1, 2, 3 or 4 markers containing information

1 marker: In this case, students had to bring the tablet close to the different markers to discover more information about each of them.



2 markers

3 markers

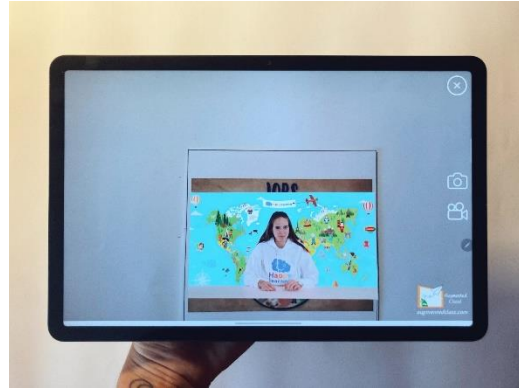


4 markers



Appendix 2.2: Examples of markers with audio, video, image or 3D object

YouTube video

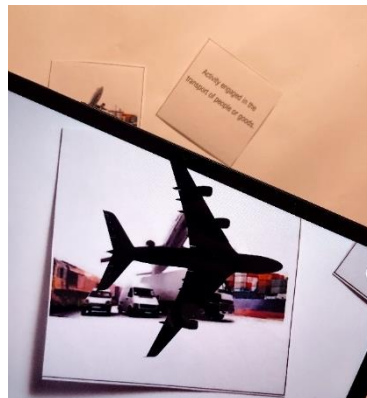


Applying AR

3D object



Applying AR



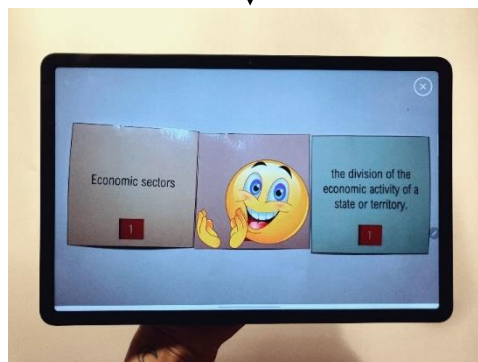
Applying AR

Appendix 2.3: Completed activity

In addition to an audio confirming that they had done the activity correctly (*Well done, Excellent, Good job, That's it, etc.*), sometimes an emoji was inserted to go with the audio.



Applying AR



Applying AR

Appendix 3: Test on technology (Teachers) (adapted from Abrami and Sclater, n.d.)**QUESTIONNAIRE ON THE USE OF TECHNOLOGY****Block 1. Background, teaching style and resources**

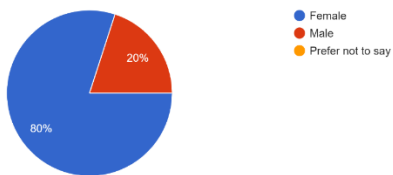
1. Gender Female Male
2. Years of teaching completed
 - a. 0. This is my first-year teaching
 - b. 1-5 years
 - c. 6-10 years
 - d. 11-15 years
 - e. 16-20 years
 - f. 21-25 years
 - g. 26-30 years
 - h. 31-35 years
 - i. Over 35 years
3. Preferred teaching methodology
 - a. Largely teacher-directed (e.g., teacher-led discussion, lecture)
 - b. More teacher-directed than student-centred
 - c. Even balance between teacher-directed and student-centred activities
 - d. More student-centred than teacher-directed
 - e. Largely student-centred (e.g., cooperative learning, discovery learning)
4. Average class size that you teach
 - a. Less than 10 students
 - b. 10-15 students
 - c. 16-20 students
 - d. 21-25 students
 - e. 26-30 students
 - f. More than 30 students
5. What is the primary language that you teach in?
 - a. Basque
 - b. Spanish
 - c. English

Block 2. *The use of technology...*

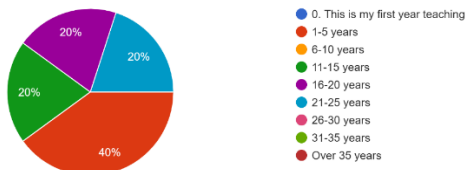
	Definitely NO!	No	Yes	Definitely YES!
1. Increases academic achievement (e.g., grades).				
2. Results in students neglecting important traditional learning resources (e.g., library books).				
3. Is effective because I believe I can implement it successfully.				
4. Promotes student collaboration.				
5. Makes classroom management more difficult.				
6. Promotes the development of communication skills (e.g., writing and presentation skills).				
7. Is a valuable instructional tool.				
8. Is too costly in terms of resources, time and effort.				
9. Makes teachers feel more competent as educators.				
10. Is successful only if there is adequate teacher training in the uses of technology for learning				
11. Gives teachers the opportunity to be learning facilitators instead of information providers.				
12. Is successful only if there is the support of parents.				
13. Is an effective tool for students of all abilities.				
14. Enhances my professional development.				
15. Eases the pressure on me as a teacher.				
16. Helps accommodate students' personal learning styles.				
17. Motivates students to get more involved in learning activities.				
18. Promotes the development of students' interpersonal skills (e.g., ability to relate or work with others).				
19. Will increase the amount of stress and anxiety students experience.				
20. Requires extra time to plan learning activities.				
21. Improves student learning of critical concepts and ideas.				

Appendix 4: Results of the test on technology (Teachers)

Gender
5 respuestas



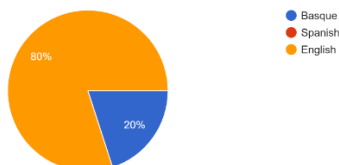
Years of teaching completed
5 respuestas



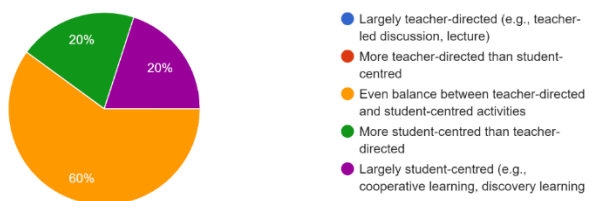
Average class size that you teach
5 respuestas



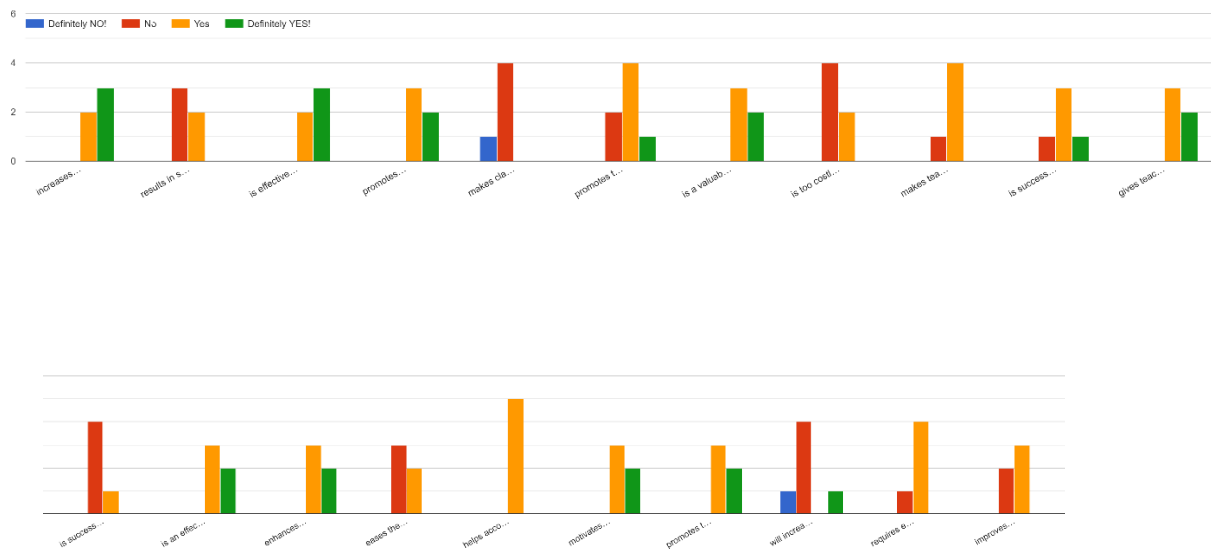
What is the primary language that you teach in?
5 respuestas



Preferred teaching methodology
5 respuestas



The use of technology...



Appendix 5: Pre-test on technology (Students) (adapted from Sato et al., 2020)

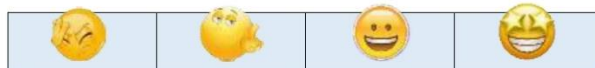
QUESTIONNAIRE ON THE USE OF TECHNOLOGY

Gender: Female Male

Age:

Year of study:

Choose one face depending on how much you agree with the following statements.



Definitely NO!

No

Yes

Definitely YES!

For example, if you like pasta very much, you should choose the following face.

But, if you don't like pasta at all, you should use this face.



REMEMBER! There aren't right or wrong answers, I am just interested in your opinion.

Block 1. Computer

	Definitely NO!	No	Yes	Definitely YES!
1. I use the computer (PC)				
2. I use the computer everyday				
3. I use the computer for education				
4. I use the computer to play games				
5. I use the computer to contact friends				
6. I use the computer to browse the Internet				
7. I use the computer to watch videos				

Block 2. Tablets

	Definitely NO!	No	Yes	Definitely YES!
8. I use a tablet				
9. I use the tablet everyday				
10. I use the tablet for education				
11. I use the tablet to play games				
12. I use the tablet to contact friends				
13. I use the tablet to browse the Internet				
14. I use the tablet to watch videos				

Block 3. Smartphones

	Definitely NO!	No	Yes	Definitely YES!
15. I use a smartphone				
16. I use the smartphone everyday				
17. I use the smartphone for education				
18. I use the smartphone to play games				
19. I use the smartphone to contact friends				
20. I use the smartphone to browse the Internet				
21. I use the smartphone to watch videos				

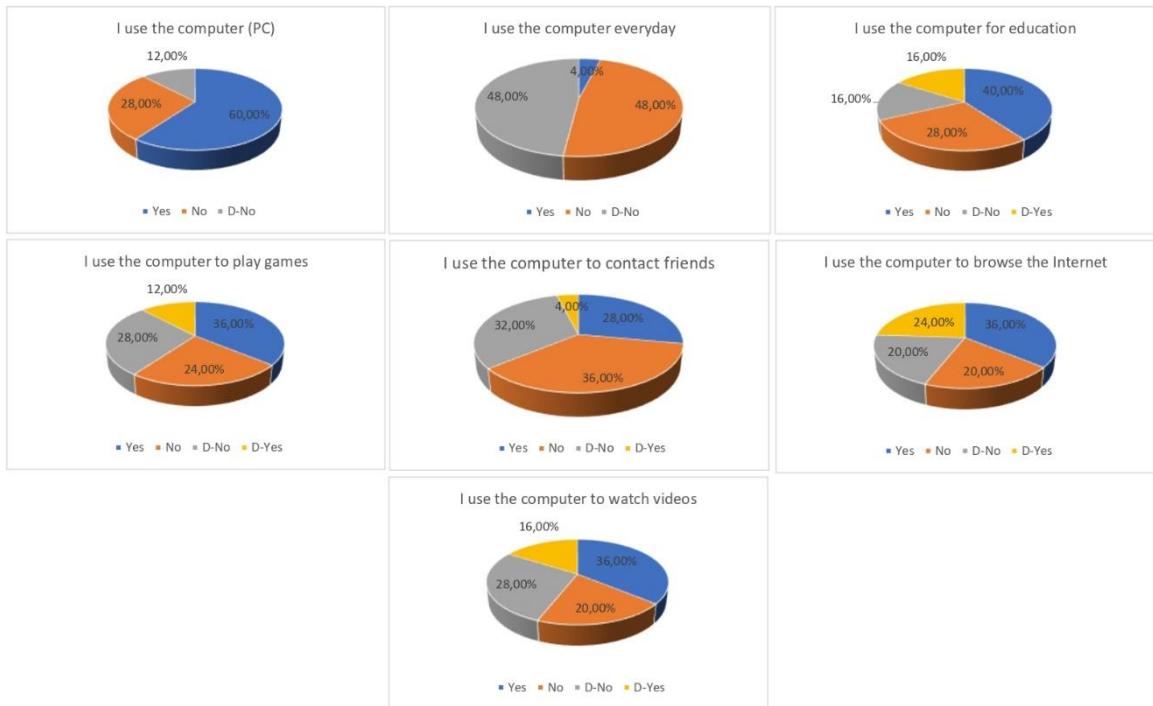
Block 4. Augmented reality

	Definitely NO!	No	Yes	Definitely YES!
22. I know what augmented reality (AR) is				
23. I know some AR applications				
24. I have used an AR application				

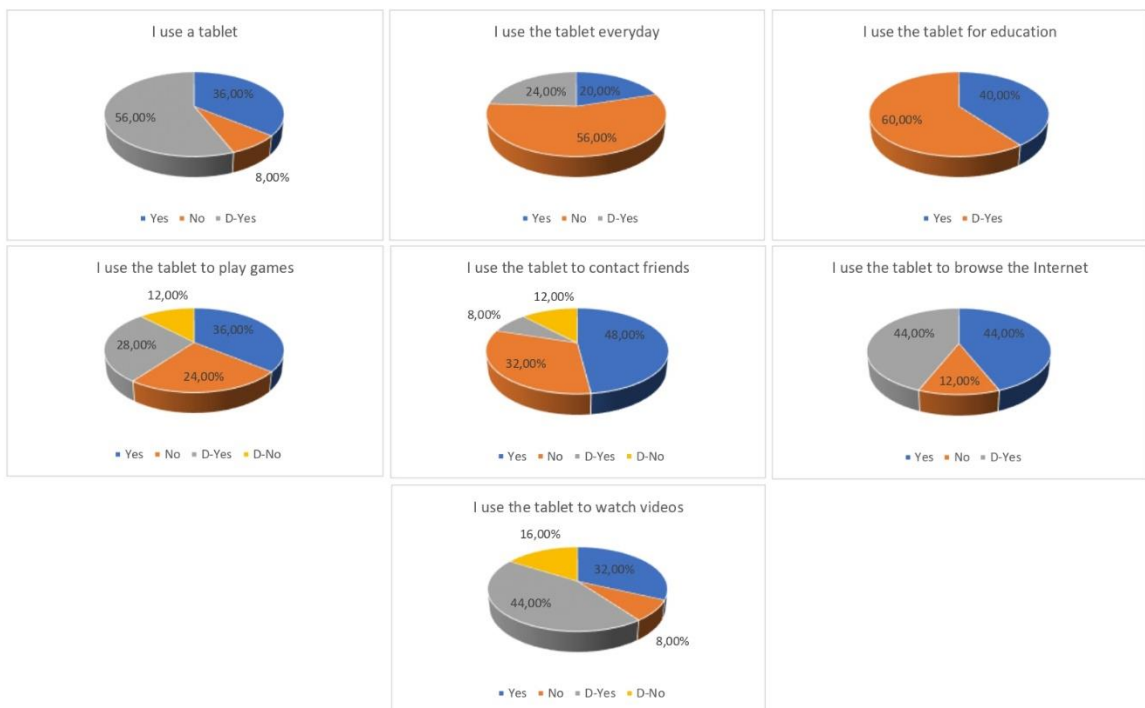
If you have used any AR application, did you like the experience? Why or why not? Explain in a few words:

Appendix 7: Results of the pre-test on technology (Students)

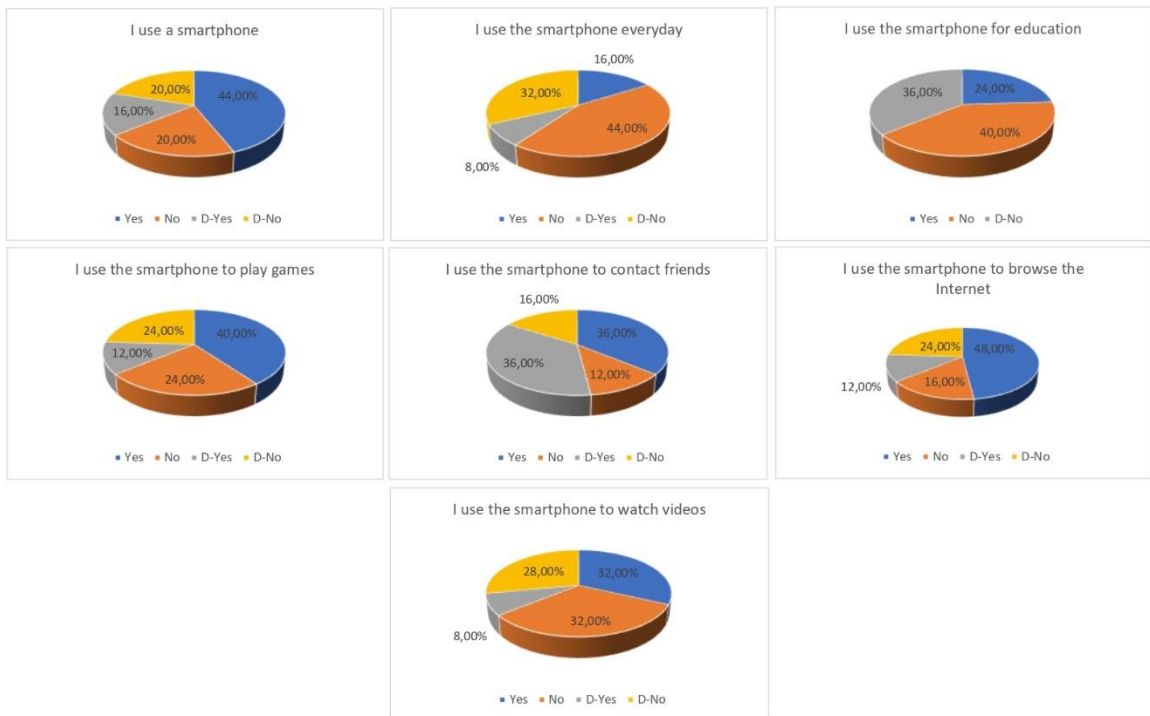
Percentage of answers related to Block 1: Computer



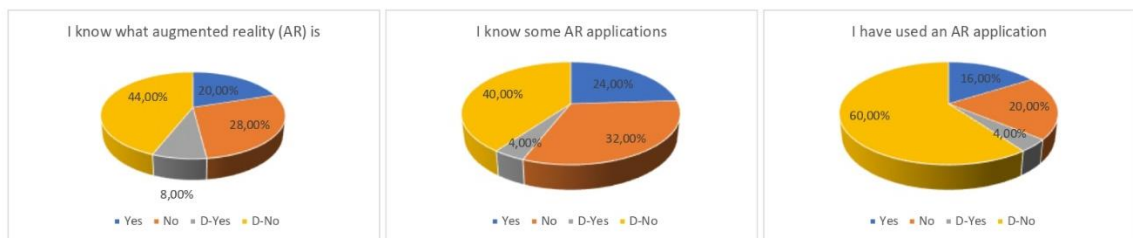
Percentage of answers related to Block 2: Tablets



Percentage of answers related to Block 3: Smartphones

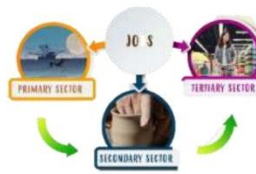


Percentage of answers related to Block 4: Augmented reality



Appendix 8: Pre- and post-test on content (Students)

ECONOMIC SECTORS



Name: _____

1. Which economic activities are included in the **primary sector**? Please select the correct options.

<div data-bbox="470 544 635 616"> <p>agriculture </p> </div>	<div data-bbox="683 544 847 616"> <p>mining </p> </div>	<div data-bbox="911 544 1075 616"> <p>industry </p> </div>
<div data-bbox="470 645 635 716"> <p>fishing </p> </div>	<div data-bbox="683 645 847 716"> <p>construction </p> </div>	<div data-bbox="911 645 1075 716"> <p>cattle industry </p> </div>

2. What **characteristic** do **primary sector** activities share? Mark the correct option.

- a. They transform raw materials into consumer or capital goods.
- b. They provide services to people.
- c. They obtain products from nature.

3. Write the name of the **activity** that corresponds to each of these **definitions**.

a. It works the land to obtain vegetable products: _____.



b. It consists of raising animals for our food: _____.



c. It is the catching of fish from the sea or rivers to feed ourselves: _____.



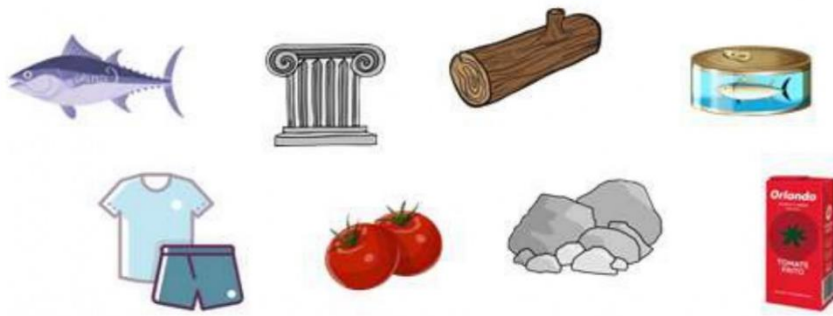
d. Extracting minerals and rocks from the earth's surface or subsoil: _____.



e. It is the care of forests and their exploitation for resources: _____.



4. Oh no, what a mess! Can you help us choose the **raw materials**? Circle them.



5. Place each product in the correct box taking into account its **origin**.

iron – wheat – tuna – wool – tuna steak – T-shirt – tool – bread

	Agriculture	Cattle industry	Fishing	Mining
Raw material				
Manufactured material				

6. Mark the activities that belong to the **secondary sector**.



7. Match each **definition** with the type of **activity** that corresponds to it.

Construction	Crafting	Industry
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The products are produced by workers in <u>factories</u> using highly complex machines and tools.	It is responsible for the <u>construction of buildings</u> and engineering works such as bridges, tunnels and roads.	The products are made by <u>artisans</u> in small workshops using their hands and very simple tools.
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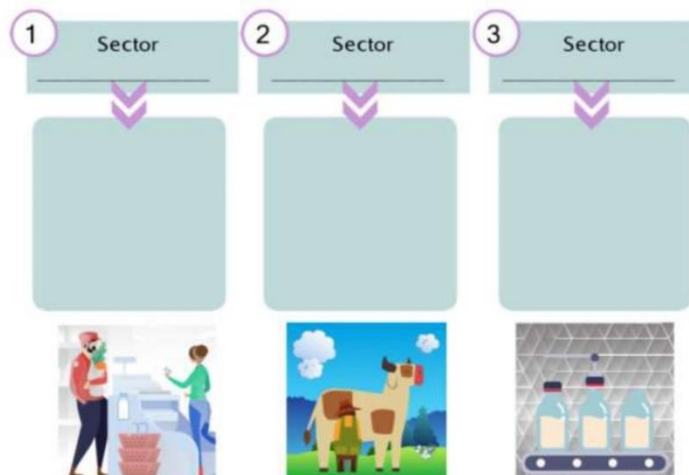
8. What has each **raw material** been processed into after it has gone through the factory? **Draw a line.**



9. Select jobs that provide a **service**.



10. Put the milk **production process** in order and fill in the names of the sectors.



11. **Number** each image according to whether they are working in nature (1), in the factory (2) or providing services (3):



Appendix 10: *Table 2-Descriptive statistics for the pre- and post-tests on content*

Descriptive Statistics											
	N	Minimum	Maximum	Mean	Std. Deviation		N	Minimum	Maximum	Mean	Std. Deviation
Activity 1 (4)	24	0	4	2.42	1.139	PostActivity 1 (4)	24	2	4	3.50	.659
Activity 2 (1)	24	0	1	.58	.504	PostActivity 2 (1)	24	0	1	.96	.204
Activity 3 (5)	24	0	4	3.33	1.523	PostActivity 3 (5)	24	0	5	4.33	1.049
Activity 4 (4)	24	0	4	2.96	1.233	PostActivity 4 (4)	24	2	4	3.71	.550
Activity 5 (8)	24	0	8	4.25	2.770	PostActivity 5 (8)	24	1	8	6.13	2.383
Activity 6 (3)	24	0	3	2.13	.947	PostActivity 6 (3)	24	1	3	2.79	.509
Activity 7 (3)	24	1	3	2.83	.565	PostActivity 7 (3)	24	1	3	2.92	.408
Activity 8 (4)	24	0	4	3.67	1.129	PostActivity 8 (4)	24	1	4	3.88	.612
Activity 9 (4)	24	0	4	2.88	.797	PostActivity 9 (4)	24	0	4	3.33	.963
Activity 10 (6)	24	0	6	2.79	1.911	PostActivity 10 (6)	24	3	6	5.63	1.013
Activity 11 (4)	24	0	4	3.63	.924	PostActivity 11 (4)	24	1	4	3.50	1.022
						Valid N (listwise)	24				

Appendix 11: Table 3-Paired Samples Statistics for the pre- and post-tests on content

Paired Samples Statistics											
		Mean	N	Std. Deviation	Std. Error Mean			Mean	N	Std. Deviation	Std. Error Mean
Pair 1	PostActivity 1 (4)	3.50	24	.659	.135	Pair 7	PostActivity 7 (3)	2.92	24	.408	.083
	Activity 1 (4)	2.42	24	1.139	.232		Activity 7 (3)	2.83	24	.565	.115
Pair 2	PostActivity 2 (1)	.96	24	.204	.042	Pair 8	PostActivity 8 (4)	3.88	24	.612	.125
	Activity 2 (1)	.58	24	.504	.103		Activity 8 (4)	3.67	24	1.129	.231
Pair 3	PostActivity 3 (5)	4.33	24	1.049	.214	Pair 9	PostActivity 9 (4)	3.33	24	.963	.197
	Activity 3 (5)	3.33	24	1.523	.311		Activity 9 (4)	2.88	24	.797	.163
Pair 4	PostActivity 4 (4)	3.71	24	.550	.112	Pair 10	PostActivity 10 (6)	5.63	24	1.013	.207
	Activity 4 (4)	2.96	24	1.233	.252		Activity 10 (6)	2.79	24	1.911	.390
Pair 5	PostActivity 5 (8)	6.13	24	2.383	.486	Pair 11	PostActivity 11 (4)	3.50	24	1.022	.209
	Activity 5 (8)	4.25	24	2.770	.565		Activity 11 (4)	3.63	24	.924	.189
Pair 6	PostActivity 6 (3)	2.79	24	.509	.104						
	Activity 6 (3)	2.13	24	.947	.193						

Appendix 12: Table 4-Paired Samples Tests for the pre- and post-tests on content

Paired Samples Test									
		Paired Differences					t	df	p-value
		Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
					Lower	Upper			
Pair 1	PostActivity 1 (4) - Activity 1 (4)	1.083	1.139	.232	.602	1.564	4.660	23	<0.0001
Pair 2	PostActivity 2 (1) - Activity 2 (1)	.375	.576	.118	.132	.618	3.191	23	0.002
Pair 3	PostActivity 3 (5) - Activity 3 (5)	1.000	1.818	.371	.232	1.768	2.695	23	0.006
Pair 4	PostActivity 4 (4) - Activity 4 (4)	.750	1.260	.257	.218	1.282	2.917	23	0.004
Pair 5	PostActivity 5 (8) - Activity 5 (8)	1.875	2.849	.581	.672	3.078	3.225	23	0.002
Pair 6	PostActivity 6 (3) - Activity 6 (3)	.667	.868	.177	.300	1.033	3.762	23	0.001
Pair 7	PostActivity 7 (3) - Activity 7 (3)	.083	.408	.083	-.089	.256	1.000	23	0.164
Pair 8	PostActivity 8 (4) - Activity 8 (4)	.208	1.318	.269	-.348	.765	.774	23	0.223
Pair 9	PostActivity 9 (4) - Activity 9 (4)	.458	1.250	.255	-.070	.986	1.796	23	0.043
Pair 10	PostActivity 10 (6) - Activity 10 (6)	2.833	1.880	.384	2.039	3.627	7.381	23	<0.0001
Pair 11	PostActivity 11 (4) - Activity 11 (4)	-.125	.992	.202	-.544	.294	-.617	23	0.728

Appendix 13: Post-test on technology (Students) (adapted from Harfield, 2014)

QUESTIONNAIRE ON THE USE OF AUGMENTED REALITY (AR)

Choose one face depending on how much you agree with the following statements.



For example, if you like pasta very much, you should choose the following face.

But, if you don't like pasta at all, you should use this face.



REMEMBER! There aren't right or wrong answers, I am just interested in your opinion.

Block 1. Engagement, attention, interest

	Definitely NO!	No	Yes	Definitely YES!
1. The AR application we employed captured my attention.				
2. The topic of the activity made me want to find out more about it.				
3. I liked the design and the appearance of the AR application.				
4. I wanted to spend the time to complete the activity successfully.				
5. The time I spent for the activity was more than I expected.				
6. I think that participating in this activity was a waste of my time.				

Block 2. Usability

	Definitely NO!	No	Yes	Definitely YES!
7. It was easy for me to use the AR application.				
8. I felt confident since I knew how to use the AR application.				
9. I felt that I could use the AR application to find the information I wanted.				
10. I did not have difficulties in controlling the AR application.				

Block 3. Emotional attachment

	Definitely NO!	No	Yes	Definitely YES!
11. I was impatient about completing the activity successfully.				
12. I was often excited since I felt as being part of the activity.				
13. I often felt suspense by the activity.				
14. I often felt that I was really in charge of the activity.				

Block 4. Focus of attention

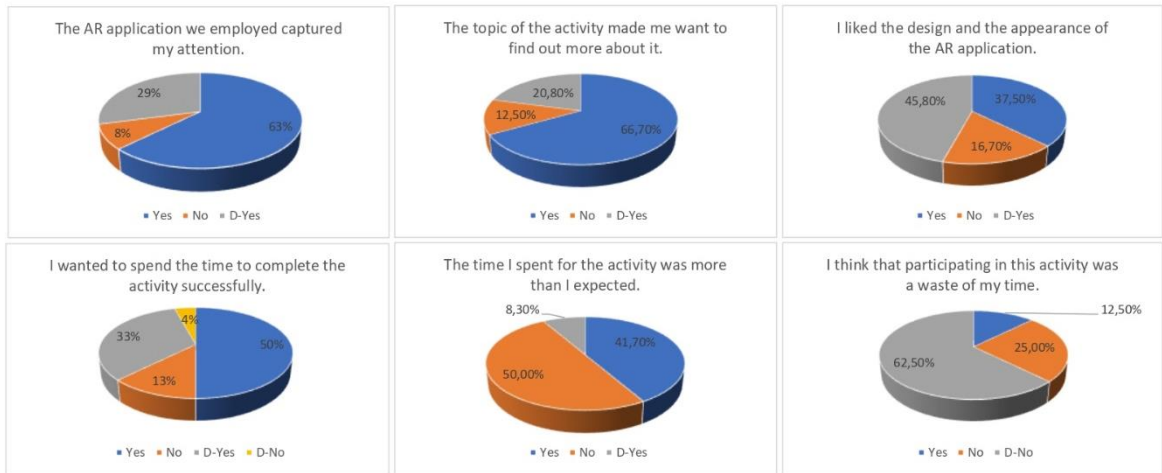
	Definitely NO!	No	Yes	Definitely YES!
15. If interrupted, I looked forward to returning to the activity.				
16. I was more focused on the activity rather on any external distraction.				
17. Time went by quickly during the activity.				

Block 5. Presence

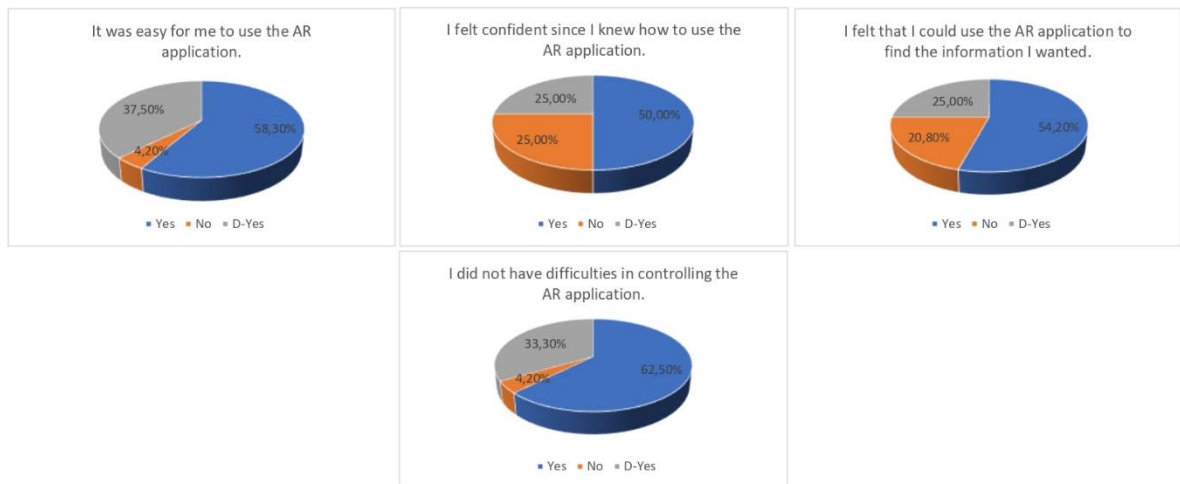
	Definitely NO!	No	Yes	Definitely YES!
18. During the activity, I felt that I was the protagonist.				
19. The activity felt so authentic that it made me think that the virtual characters/objects existed for real.				
20. The activity felt more as something that I was experiencing, rather than something I was just doing.				
21. I so was involved, that I felt that my actions could affect the activity.				

Appendix 15: Results of the post-test on technology (Students)

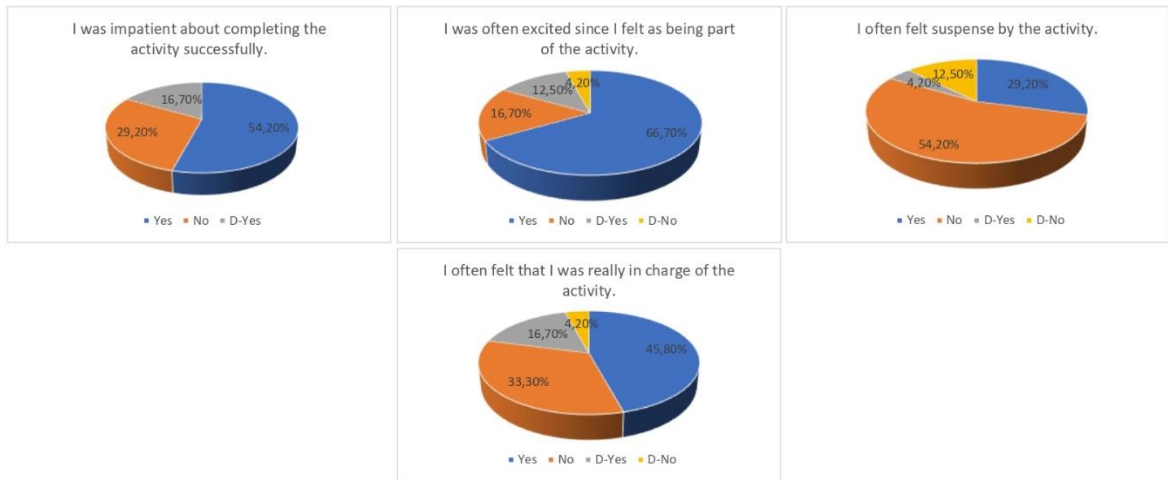
Percentage of answers related to Block 1: Engagement, attention, interest



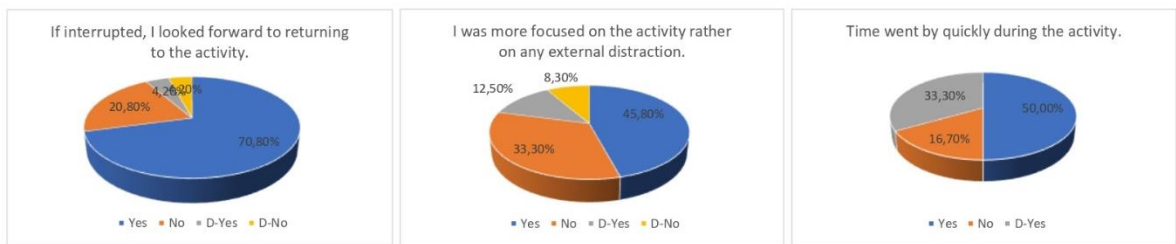
Percentage of answers related to Block 2: Usability



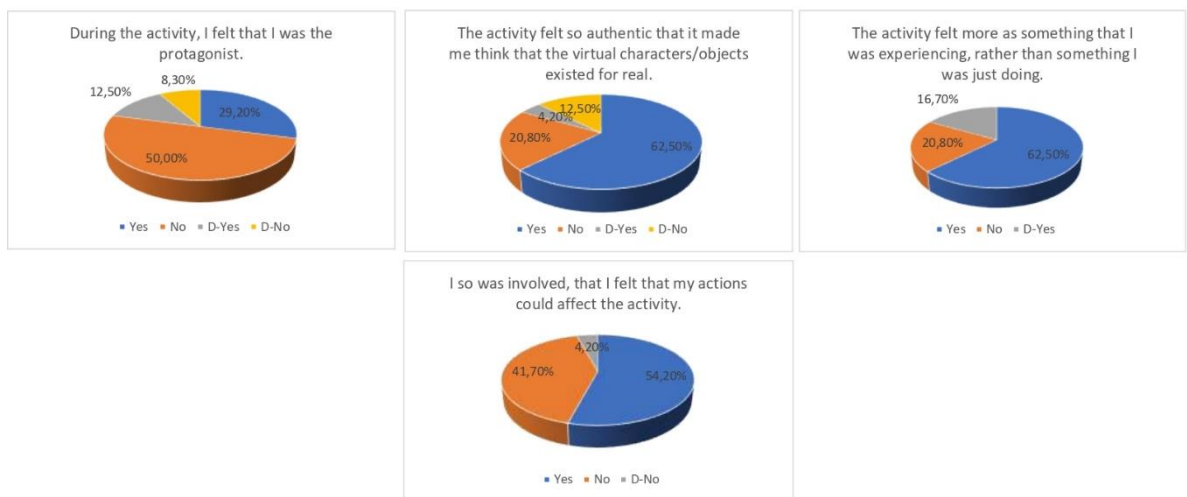
Percentage of answers related to Block 3: Emotional attachment



Percentage of answers related to Block 4: Focus of attention



Percentage of answers related to Block 5: Presence



Appendix 16: Table 5-Sequencing of activities

Session 1					
AIM OF THE ACTIVITY	STEP/LEVEL	RESOURCES			
Introduce the topic	4 markers	Four images that correspond to an audio of each of the paragraphs of the text on economic sectors. Students will have to find out the order of the different paragraphs to create the complete text. Once they put together, they will be able to listen to the audio and read it (since they will have it on paper once it has been resolved).			
Create a definition of economic sectors	3 or 4 markers	<p>A total of 4 definitions will be created: economic sectors, primary sector, secondary sector and tertiary sector. There will be a total of 15 markers. However, each sentence will be integrated by 3 markers (in the case of the definition of economic sector) and 4 markers (in the definitions of each of the sectors).</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="background-color: #fff9c4;">Economic sectors</td> <td style="background-color: #ffe0b2;">are</td> <td style="background-color: #e2efda;">the division of the economic activity of a state or territory.</td> </tr> </table>	Economic sectors	are	the division of the economic activity of a state or territory.
Economic sectors	are	the division of the economic activity of a state or territory.			

		The primary sector	includes all activities	involving the extraction and obtaining of raw materials from the natural environment.	Ex. Agriculture, livestock, mining, forestry and fishing
		The secondary sector	includes all activities	involving the transformation of raw materials into processed products.	Ex. Industry and construction
		The tertiary sector	includes all activities	involving the supply of intangible goods to individuals, communities or companies.	Ex. Tourism, business, health, education.
Link definitions with their respective concepts	2 markers	On the one hand, pictures of different economic activities together with an audio with the name of the activity and, on the other hand, definitions of each activity together with an audio reading the written text. They should link each image with its definition.			

Session 2		
AIM OF THE ACTIVITY	STEP/LEVEL	RESOURCES
Linking different activities with their respective sector	2 markers	Image with written name and audio, and the names of the 3 sectors on the other side. They should link each image with its respective sector.
To link the concepts "raw material" and "manufactured material" with their respective characteristics	3 or 4 markers	On the one hand, the markers with the words "raw material" and "manufactured material" and, on the other hand, the different characteristics. They will have to link the concepts with all their characteristics.
Recognise raw materials	Zoom	5 images of materials, 1 of them will be "manufactured" and the other 4 will be "raw". When the students zoom in, they will be able to see which material it is and hear whether it is raw or manufactured.
Recognize manufactured materials	Zoom	5 images of materials, 1 of them will be "raw" and the other 4 will be "manufactured". When the students zoom in, they will be able to see which material it is and hear whether it is raw or manufactured.
Recognise the steps in the industrial process of different products	3 markers	Students will see the 3 steps of different industrial processes. They will have to identify which ones are from the same process, and in which order they should be placed. Once ordered, they will listen to the industrial process of that product.
Review concepts through understanding a summary video	2 markers	On the one hand, a marker that will take students to a video. Once finished, they will have both the markers with the questions and the possible answers to each one of them. A <i>Voki</i> will be in

		charge of formulating the questions when scanning the marker and the students will have to match the marker with the indicated answer.
Session 3		
AIM OF THE ACTIVITY	STEP/LEVEL	RESOURCES
To get to know the different sectors present in the Basque Country	Zoom	A map of the Basque Country with different markers on it. Each marker will take students to an audio, which will tell them which sector is predominant in that place and some basic information about it.
Remember and identifying raw materials in the first sector	Zoom	1 marker with a picture of a company or service from the secondary or tertiary sector, and 4 markers with a picture of a raw material from the first sector. They will have to eliminate the odd one, and when they zoom in, they will be able to see if that really was the odd one or if it was another one.
Remembering and identifying companies in the second sector	Zoom	1 marker with a picture of a product, activity or service from the primary or tertiary sector, and 4 markers with a picture of a company from the secondary sector. They will have to eliminate the odd one, and when they zoom in, they will be able to see if that really was the odd one or if it was another one.
Remembering and identifying services in the tertiary sector	Zoom	1 marker with a picture of a product, activity or company from the primary or secondary sector, and 4 markers with a picture of a service from the tertiary sector. They will have to eliminate the odd one, and when they zoom in, they will be able to see if that really was the odd one.

Session 4		
AIM OF THE ACTIVITY	STEP/LEVEL	RESOURCES
Apply what has been learned (Creation)	3 markers	Each student will have to choose an industrial process and explain it through AR. To do this, the selected industrial process must be divided into 3 steps (corresponding to each sector) and students will record an audio for each step explaining what is done in it.
Apply what has been learned (Presentation)	3 markers	Once they have finished their industrial process, they should leave it on their desk and walk around the classroom to view their peers' industrial processes.
Transfer what has been learned to another situation	4 markers	This last activity will be carried out in groups. Each group should choose a city or country. They should first create a marker corresponding to that place. They should then investigate what is predominant in each of the sectors of that place. Once they have done that, they will create a marker for each sector and audio record a brief summary of what they have found.

Appendix 17: Materials



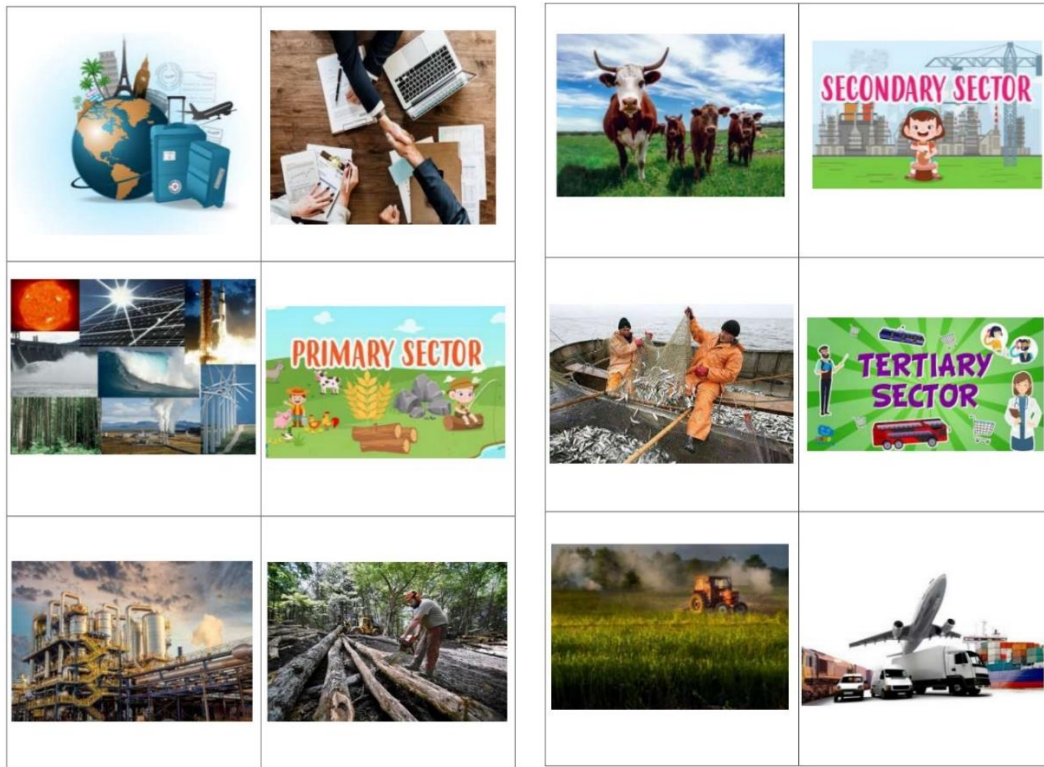
Economic sectors 1	are 1
the division of the economic activity of a state or territory. 1	The primary sector 2
includes all activities 2	involving the extraction and obtaining of raw materials from the natural environment. 2

Ex. Agriculture, livestock, mining, forestry and fishing. 2	The secondary sector 3
involving the transformation of raw materials into processed products. 3	Ex. Industry and construction. 3
The tertiary sector 4	involving the supply of intangible goods to individuals, communities or companies. 4

Ex. Tourism, business, health, education. <div style="text-align: center; background-color: #003366; color: white; width: 30px; margin: 0 auto;">4</div>	includes all activities <div style="text-align: center; background-color: #008000; color: white; width: 30px; margin: 0 auto;">3</div>
includes all activities <div style="text-align: center; background-color: #003366; color: white; width: 30px; margin: 0 auto;">4</div>	

Activity engaged in travelling to other places for leisure or relaxation.	Activity engaged in the buying and selling of goods for profit.
They generate energy to enable industries to transform products	This sector is responsible for extracting resources from nature.
Secondary sector activity that is responsible for transforming the products.	Activity of the primary sector that is engaged in the felling of trees: _____ logging.

Activity of the primary sector that is engaged in animal husbandry.	This sector is responsible for the transformation of natural resources into processed products.
Activity of the primary sector that catches fish.	This sector provides services to people.
Primary sector activity that cultivates the land.	Activity engaged in the transport of people or goods.





RAW
MATERIAL

1

MANUFACTURED
MATERIAL

1

Materials in their natural
state.

2

They are used to make
product.

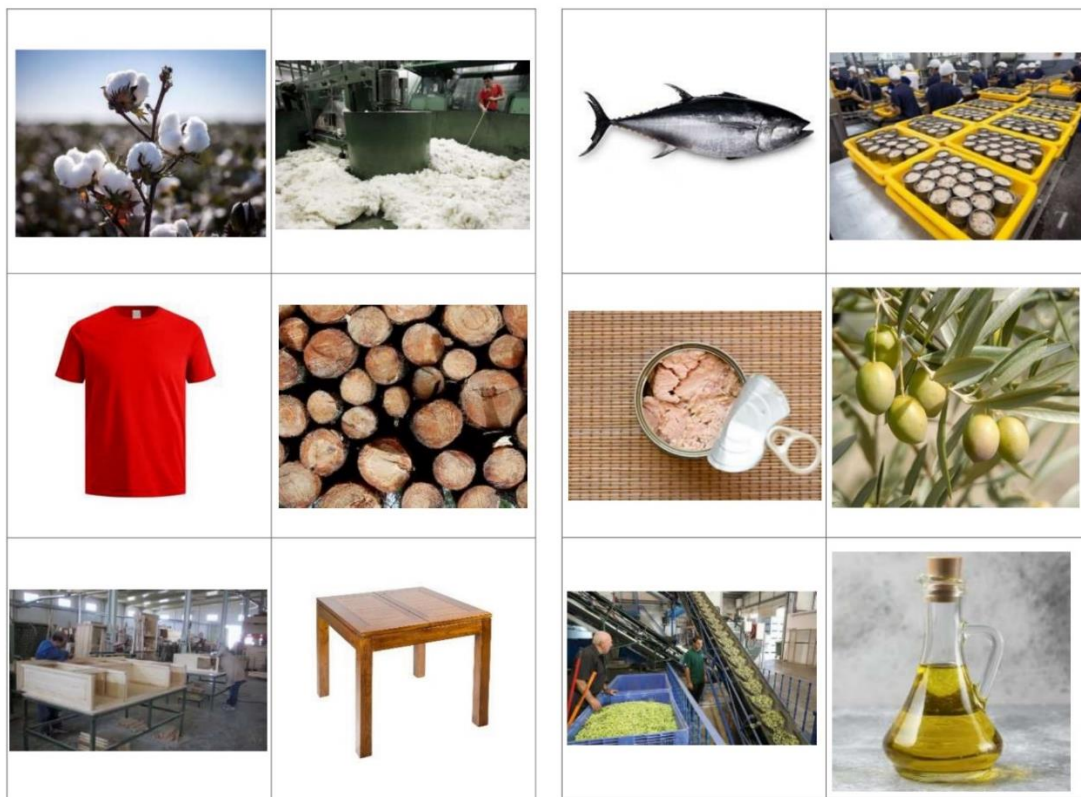
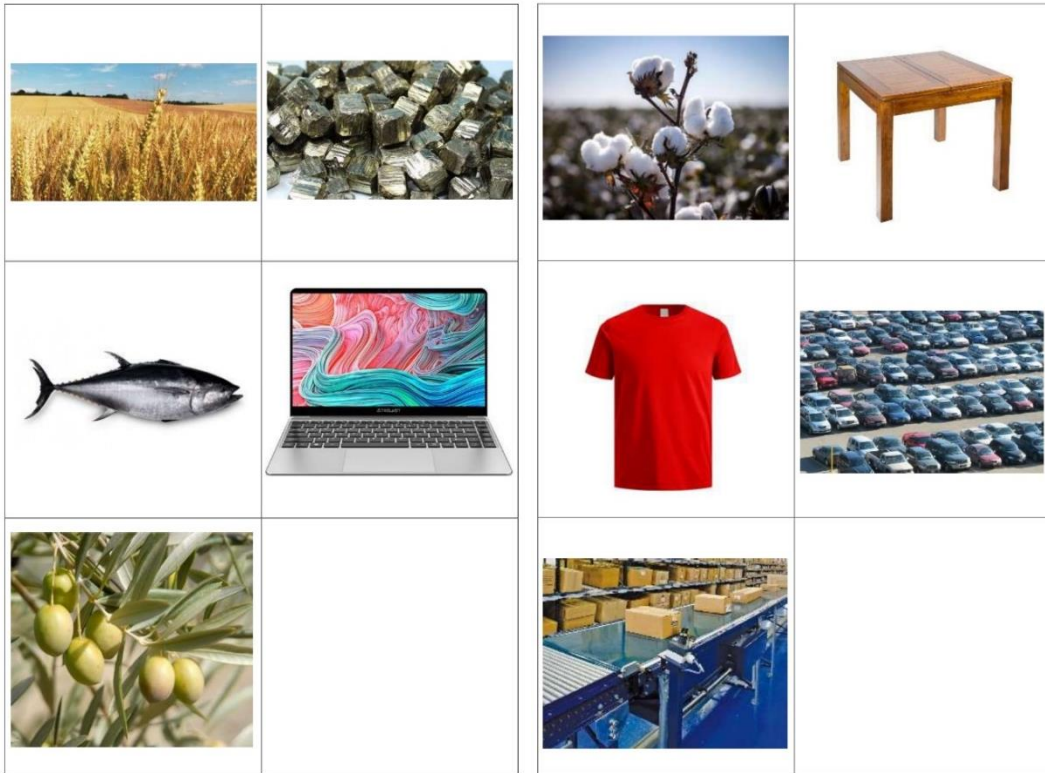
3

Products that have been
made from a raw material.






2

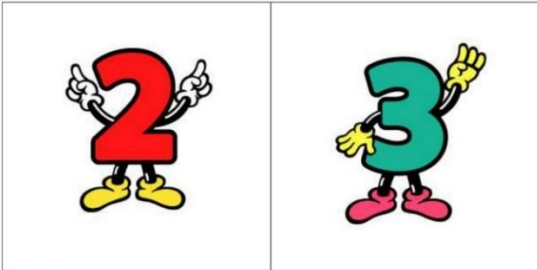
They are made by hand or
by machine.

3










		<p>are obtained from nature.</p>	<p>are obtained from manufacturing plants.</p>
	<p>Cheese</p>	<p>Obtain raw materials directly from nature.</p>	<p>Provide important services to society.</p>
<p>A spoon</p>	<p>Wool</p>		<p>Primary sector</p>
	<p>Transform the raw materials into elaborated final products.</p>	<p>Secondary sector</p>	<p>Tertiary sector</p>

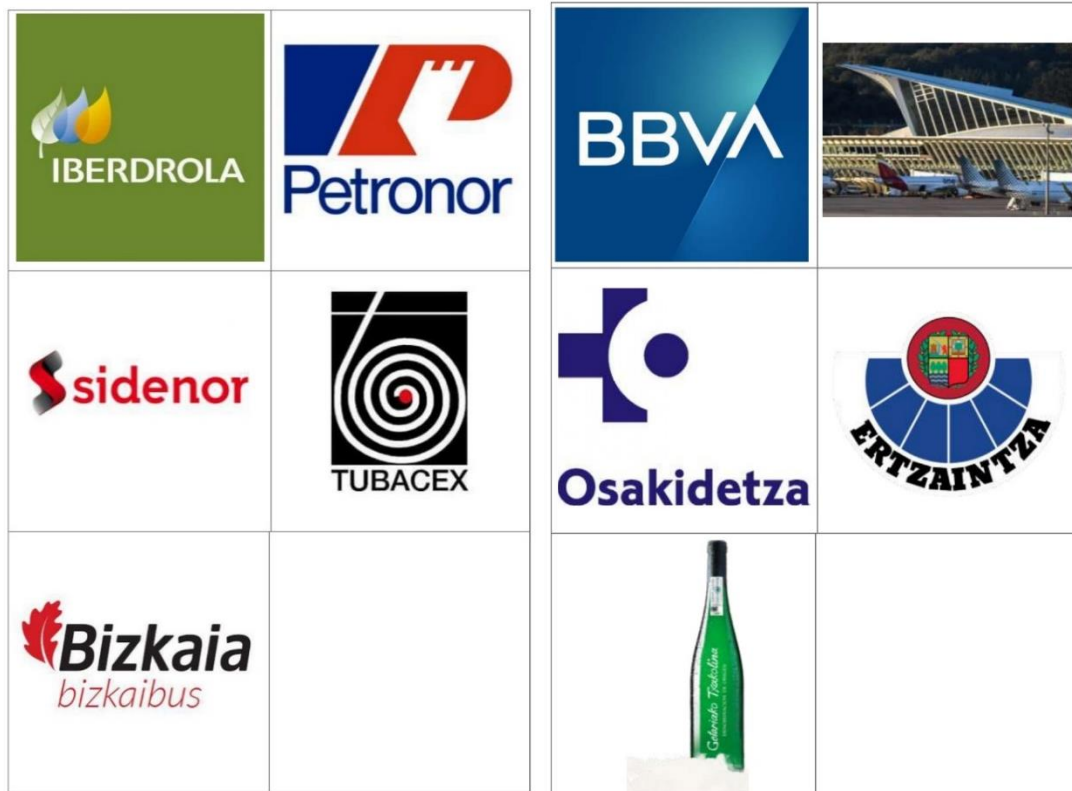


are artificially made materials.

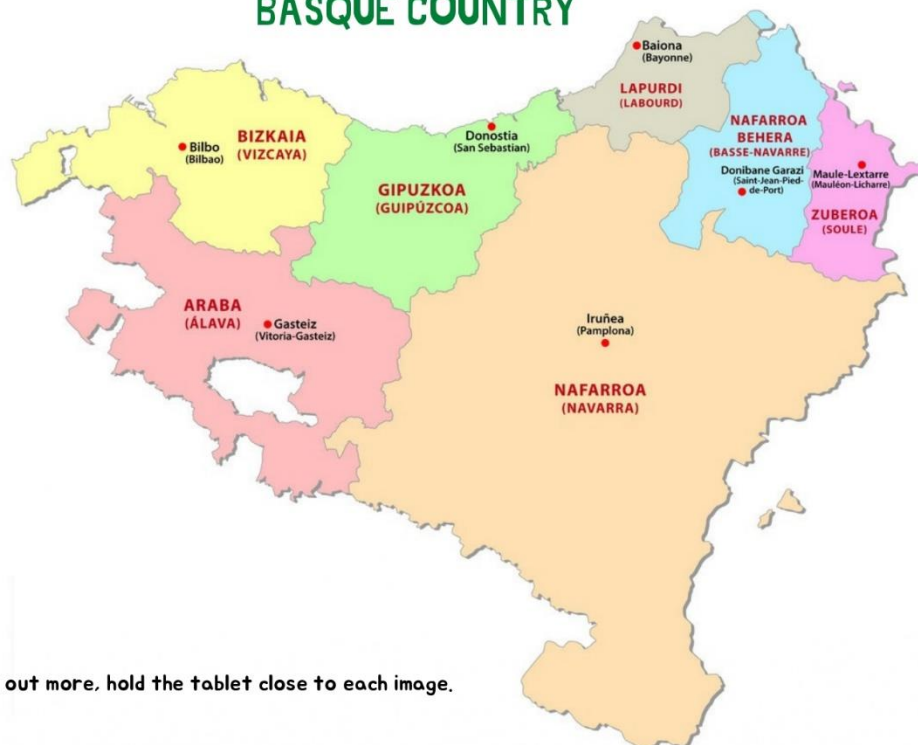
	<p>Raising of animals for food or materials</p>	<p>Secondary sector</p>	<p>Tertiary sector</p>
<p>Obtaining minerals from a mine</p>	<p>Cutting trees</p>		<p>Primary sector</p>
	<p>Primary sector</p>	<p>Secondary sector</p>	<p>Tertiary sector</p>

	<p>Primary sector</p>		
<p>Secondary sector</p>	<p>Tertiary sector</p>		
	<p>True, they all belong to the primary sector.</p>	<p>False, they belong to the primary and tertiary sector.</p>	<p>False, they belong to the primary and secondary sector.</p>





LET'S GET TO KNOW THE ECONOMIC ACTIVITIES IN THE BASQUE COUNTRY



 To find out more, hold the tablet close to each image.

Economic sectors

Economic sectors are the division of the economic activity of a state or territory, according to the type of productive process that takes place.

The three-sector hypothesis

Economic activities are divided into three sectors called primary, secondary and tertiary. This economic theory was developed by Colin Clark and Jean Fourastié.

Primary sector



The primary sector groups together activities involving the extraction and obtaining of raw materials from the natural environment. Agriculture, livestock, mining, forestry and fishing, for example. It is specific to rural areas.

Secondary sector



The secondary sector includes activities that involve the transformation of raw materials into processed products, that is, industry and construction. For example, iron and steel, agri-food sector, etc.; the production of consumer goods in general. This sector is mainly located in urban areas.

Tertiary sector

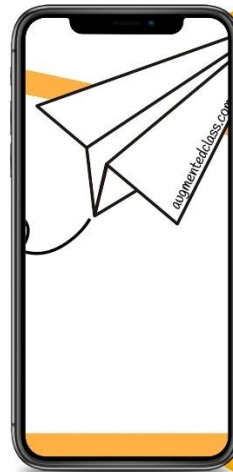


The tertiary sector, finally, includes all activities and service provision that do not belong to the other two sectors and that could be considered as activities of supplying intangible goods to individuals, communities or companies. This sector groups together several services such as: commerce, tourism and leisure, health, education, or any culture and services provided by public administrations.

Appendix 18: Augmented Class presentation

How to use Augmented Class

Irene Núñez García



Page 3

Step by step

1. Download the app from the play store.

Page 3

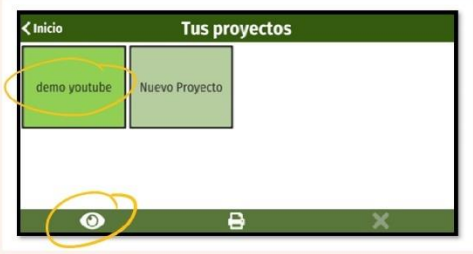
Step by step

2. Choose the option "Go to viewer".

Page 3

Step by step

3. Choose the **project** in question and click on the **eye** at the bottom.




The screenshot shows a mobile application interface with a green header bar. The header contains a back arrow and the text 'Inicio' on the left, and 'Tus proyectos' on the right. Below the header, there are two green buttons: 'demo youtube' and 'Nuevo Proyecto'. The 'demo youtube' button is circled in yellow. At the bottom of the screen, there is a navigation bar with three icons: an eye icon (circled in yellow), a document icon, and a close icon.

Page 3

Step by step

4. Within the project, you will find different activities.

Each of them will have its own **MARKERS**.




The illustration shows a yellow cartoon character with a blue question mark above its head, looking thoughtful. A speech bubble next to it contains the text 'Markers?'.

Page 3

Step by step

i Markers are **cards containing information**, in the form of text, image, audio or video.





The image shows a hand holding a white card with a photograph of a building. Next to it is another card with the Pepsi logo and the word 'PEPSICO' written vertically.

Page 3

Step by step

5. Following the instructions for each activity, you will have to **join 2, 3 or even 4 markers**. In this way, you will solve the activities correctly.



Page 3

Step by step

Let's see an example!



Marker 1



Marker 2



Marker 3

Page 3

Step by step

Let's see an example!



Marker 1



Marker 3




Page 3

Step by step

Let's see an example!



Marker 1



Marker 2




Page 3

Step by step

And....surprise! You will also have to create your own activity with markers!

But don't worry, I have the **steps** for that too.




Page 3

Step by step


1. Choose the option "Go to inventor".

¿Qué quieres hacer?

Logout






Ir al Inventor



Ir al Visor

Versión: BÁSICA
Características

Salir



augmentedclass.com

Page 3

Step by step

2. Click on "New project".



The screenshot shows a mobile application interface titled 'Tus proyectos'. At the top left is a back arrow and the word 'Inicio'. Below it is a 'Más' button with a red 'PRO' badge. The main area contains three project cards: 'Crea un proyecto nuevo' (highlighted with a green circle), 'Utiliza el Robo de Proyecto' (with a red 'PRO' badge), and 'demo youtube'. At the bottom is a navigation bar with icons for edit, save, delete, and close.

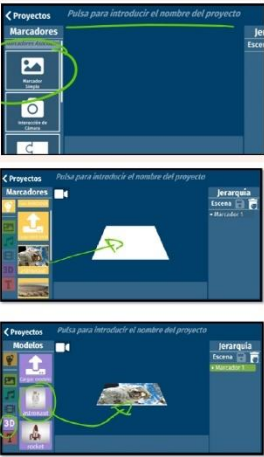
Page 3

Step by step

3. Enter the **name** of the project and choose an image as a **marker**.

i You can take it with your smartphone, upload it from your gallery or use a predefined image.

Once chosen, drag it to the centre of the screen.



The three screenshots show the 'Proyectos' screen. The first shows a text input field for the project name and a 'Marcadores' section with a camera icon. The second shows a white marker being placed on a 3D scene. The third shows a 3D model of a landscape with a marker placed on it.

Page 3

Step by step

4. Add a **3D model** by uploading it from your device or using one from the repository, dragging it to the centre of the screen. You can also add **images**, **audio**, **video** or **text**.



The screenshot shows the 'Proyectos' screen with a 3D scene of an astronaut on a planet. A green circle highlights the 'Modelos' section on the left, which includes a 'Cargar modelo' button and a list of models like 'astronaut' and 'rocket'. Another green circle highlights the 'Jerarquía' panel on the right, which shows a hierarchy of 'Escena' and 'Marcador 1'.

Appendix 19: Final project markers and script

