

2C Teacher's notes I've got a request!

Activity: Role play

Language point: Requests with *can* and *could*; being polite (Unit 2, Section C)

Time: 20 minutes

Materials: One handout for each pair of students, cut into an upper and lower section, and with the lower section cut along the lines into cards.

One coin for each pair of students.

Procedure:

- Give one upper section of the handout to each student in the class. Give them 5–10 minutes to work individually to write the requests and responses in the correct order.
- Invite them to compare their answers with a partner, then check the answers as a class.
- Ask: *Which is more polite in a request, 'can' or 'could'?* (*could*). *What do you need to say at the end of a request to be polite?* (*please*).
- Divide the students into pairs. Give each pair a set of cards. Ask the students to shuffle the cards and place them in a pile, face down on the desk.
- Explain the activity. Student A picks up a card. He/she tosses the coin and makes a request of Student B according to these rules:

Heads = use *can*

Tails = use *could*

Student B tosses the coin, and responds to the request according to these rules:

Heads = give a positive response

Tails = give a negative response

For example:

Player 1 takes a card: pay for lunch

Player 1 tosses the coin, gets tails and says: *Could you pay for lunch, please?*

Player 2 tosses the coin, gets tails and says: *I'm afraid not.*

- Option: Tell students they mustn't give the same response two times in a row, so they can't keep saying, *I'm afraid not.* or *Sure, no problem.*
- Demonstrate the activity with a couple of students until you feel the class is ready to begin in their pairs. Set a time limit and monitor as they work.

KEY:

- 1 Can you open the window, please?
- 2 Could you get some water, please?
- 3 Sure, no problem.
- 4 Yes, of course.
- 5 No, sorry, I can't.
- 6 No, I'm afraid I can't.