

4C Teacher's notes Why don't we ...?

Activity: Role play

Language point: Asking for, making and responding to suggestions; making excuses (Unit 4, Section C)

Time: 20–25 minutes

Materials: One die and one handout for each group of three or four students, cut along the lines into cards.

Procedure:

- Lead-in: Elicit a few ways of making suggestions, responding to suggestions and making excuses, e.g. *Why don't we go horse-riding? Let's have lunch. That sounds good. It's a good idea, but I don't like swimming.*
- Invite a few students to make and respond to suggestions in open pairs across the classroom using the ideas on the board.
- Divide students into groups of three or four. Give each group a set of cards. Ask the students to shuffle the cards and place them in a pile, face down on the desk.
- Explain the game. One student picks up a card and makes a suggestion to the student on his/her right, e.g. *Would you like to go bouldering at the weekend?* To win the card, the student on the right has to roll the die and respond to the suggestion according to these rules:
Die roll = 1: Give a positive response.
Die roll = 2–6: Give a negative response and make an excuse.
Students can't use the same excuse twice during the game. If they do, they lose their turn and the suggestion passes to the next student, who must make a different excuse. This continues until someone comes up with a new excuse and wins the card. Students take turns to pick up a card and ask a question.

- The winner is the student with the most cards at the end of the game.
- Demonstrate the game with a few students, until you feel the class is ready to begin in their groups. Set a time limit and monitor as they work. Note down any problems students have with grammar, vocabulary or pronunciation, as well as examples of good language use.
- At the end, get feedback from around the class to find out some of the best excuses.