

A.5 The First Day

Hi! Is This English?

Pairs. Imagine it's the first day of class. Talk to another student. Use the conversation below as a model.

Emi: Hi! Is this **English** with **Professor Brown**?

Jin: Yes. This is it.

Emi: Are you a student?

Jin: Yes, I am.

Emi: I'm **Emi** . . . **Emi Okada**.

Jin: Oh, you're **Japanese**.

Emi: That's right. And you're . . . ?

Jin: I'm **Korean**.

My name's **Jin** . . . **Jin Koh**.

Emi: Nice to meet you, **Jin**.



Role Play: Registering for a Class

Pairs. Student A, look at this page. Student B, look at page 20.

You are a receptionist at Student Registration. Student B wants to register for a class on Thursday evenings. Here are the classes students can register for.

Class	Time	Instructor
Painting	6:00 p.m.–8:00 p.m.	Ms. Chan
20th-century cinema	5:30 p.m.–7:30 p.m.	Mr. Williams
Karate	4:15 p.m.–6:15 p.m.	Mr. Mori
Business writing	7:15 p.m.–8:30 p.m.	Ms. Russo
French	6:30 p.m.–8:15 p.m.	Mr. Boucher

You begin the conversation. Use this language:

Hello. Student Registration.

What's your name?

What's your student ID number?

What class do you want to register for?

That class is still open.

It meets from _____ to _____.

_____ is the teacher.

OK. You're registered.

Board Game: Time Frames















Groups of 4. Two pairs will compete. Each pair needs 1 marker. See appendix for complete instructions.

Example

Pair 1, toss the coin. Move 2 spaces.

Pair 1, Student A: Look at the cue (your train?). Ask: "What time is your train?"

Pair 1, Student B: Look at the clock. Say: "At exactly 7:42."

16 it? 	17 the train to Dallas? 	18 the baseball game? 4:15 exactly	FINISH
15 the meeting? 	14 the party?  about	13 your flight? 12:35 exactly	12 it?  about
8 the restaurant open? 	9 it? 11:37 exactly	10 the shop open? 	11 the bus to Seattle? 
7 dinner?  about	6 the concert? 	5 your next class? 	4 it?  about
START	1 your English class? 	2 your train? 7:42 exactly	3 the football game? 

Role Play: Registering for a Class

Pairs. Student B, look at this page. Student A, look at page 18.

You want to register for a class that meets on Thursday evenings. Student A is a receptionist at Student Registration. Here are the classes you can register for:

French, Karate, Painting, Business writing, 20th-century cinema

Choose the class you want to take. Then call Student A and register for a class. Student A begins the conversation.

Use this language:

Hi. I want to register for a class.

My name's _____.

My student ID is _____.

I want to register for the _____ class.

What time is the class?

Who's the teacher?

OK. Sign me up.

Bingo!

Whole class. Fill in the blanks with the words in the pool. Use them in any order. Use each choice only once.

I am	You are	He is	She is	They are	We are	It is	That is
I'm	You're	He's	She's	They're	We're	It's	That's
_____ funny.	_____ easy.	_____ nervous.	_____ sad.				
_____ tired.	_____ interesting.	_____ OK.	_____ intelligent.				
_____ sad.	_____ funny.	_____ tired.	_____ interesting.				
_____ intelligent.	_____ nervous.	_____ easy.	_____ OK.				

Now listen to your teacher say a sentence. Does it match one of your sentences? If it matches, put an X in the box. When you have 4 Xs in a row, say "Bingo!"

How Much Do You Remember?

Pairs. Take turns reading each sentence aloud. Think about the video. Is the sentence true or false? Decide together. Circle the answer.

If the sentence is false, say the correct sentence. Use “isn’t” or “aren’t.” For example, “Emi isn’t in French class.”

- | | | |
|--|------|-------|
| 1. Emi is in French class. | True | False |
| 2. This is Jin’s first class. | True | False |
| 3. Emi and Jin are old friends. | True | False |
| 4. The professor’s last name is Brook. | True | False |
| 5. Emi’s last name is Koh. | True | False |
| 6. Jin is nervous. | True | False |
| 7. Jin is Japanese. | True | False |
| 8. Emi and Jin are teachers. | True | False |

Now work alone. Write 2 true and 3 false sentences about yourself. Here are some ideas to begin your sentences.

I _____.

My sister/brother/mother/father _____.

My hometown _____.

My favorite sport/class/band/color _____.

Work with your partner. Take turns reading your 5 sentences. Your partner will guess if your sentences are true or false.

WebTalk

Groups of 4. Take turns talking about the school you found on the web. Listen to your classmates. Take notes on all 4 schools. Write down:

- the name of the school
- what you study there
- its city/country

Use this language:

The name of the school is _____.

It’s a/an _____ school.

The school is in _____.



Appendix

Instructions for Board Games

Use these instructions for the games on pages 7, 15, 19, 27, 35, 39, 43, 47, and 51.

Groups of 4 (2 pairs). Use 1 book and 1 coin. Pairs compete against each other. Each pair needs 1 marker.

Pairs 1 and 2: Put your markers on the “Start” square. To move forward on the board, toss the coin. One side of the coin = move 1 space; the other side of the coin = move 2 spaces.

Pair 1: Begin playing. Toss the coin and move your marker to the correct square. Use the cues and pictures in the square and/or in the middle of the board to ask and answer a question. Look at the example on the page for more information.

Pair 2: Make sure Pair 1 asks and answers the question correctly. If you aren’t sure, ask your teacher.

Pair 1: If you are correct, your marker stays on the square. If you are not correct, move the marker back to where you started.

Pair 2: Toss the coin and move to the correct square. If you land on the square with Pair 1’s marker on it, move to the next square. Ask and answer a question.

Pairs 1 and 2: Take turns. Play until one pair gets to the “Finish” square.

Use these instructions for the game on page 11.

Groups of 3. Use 1 book and 1 coin. Students A, B, and C will compete against each other. Each student needs 1 marker.

Students A, B, and C: Put your markers on the “Start” square. To move forward on the board, toss the coin. One side of the coin = move 1 space; the other side of the coin = move 2 spaces.

Student A: Begin playing. Toss the coin and move your marker to the correct square. Use the cues and pictures in the square to make up your sentence. Look at the example on the page for more information.

Students B and C: Make sure Student A is correct. If you aren’t sure, ask your teacher.

Student A: If you are correct, your marker stays on the square. If you are not correct, move the marker back to where you started.

Students A, B, and C: Take turns. Toss the coin and move to the correct square. If you land on a square with another student’s marker on it, move to the next square. Play until one student gets to the “Finish” square.