What do you want to do…?

1 Quick quiz! Fill in the gaps.

Making suggestions:
1 Why ______________ we go to the cinema?
2 How __________ a pizza?
3 ________ go to the shops.

Expressing preferences:
4 I ________ listening to music in the evening.
5 I like swimming ______ than tennis.

Making comparisons:
6 The restaurants are ______ expensive there.

Deciding what to do:
7 OK, ________ meet at eight o’clock next to the cinema.

2 Roleplay. Work with your partner. You have a whole weekend free with no studies or work to do. You have an idea that you would like to spend time doing the following:
1 Some type of sport
2 Music - a concert or maybe listening to music
3 a film
4 coffee and cake in a cafe
5 do some shopping
6 walk in a park

Student A suggests three of the above activities to student B - check that student B is happy with these suggestions. Student B then suggests the remaining three to student A. Agree a plan for your weekend and arrange times and places to meet to do each activity.
Roleplay out your whole discussion for your teacher to listen to.

**TEACHER’S NOTES:**

*What do you want to do…?*

**Aim:** to provide further practice of the can do statement in unit 9 - discussing and planning activities

**Time:** 40 minutes

**Materials:** photocopies of the worksheet for each student.

1. **Quick quiz** - Monitor the activity whilst students complete the phrases. Elicit answers from the class.

   **Answers:** 1 Why don't we go to the cinema? 2 How about a pizza? 3 Let's go to the shops. 4 I prefer listening to music in the evening. 5 I like swimming more than tennis. 6 The restaurants are more expensive there. 7 OK, let's meet at eight o'clock next to the cinema.

2. Encourage students to plan this roleplay carefully step by step. Student A makes three suggestions followed by three by Student B. They decide when to do each activity and where to meet. Monitor to check they are going in the right direction, and help with problem vocabulary if necessary (or direct students to the Students’ Book, page 92 for assistance).

3. Ask students to perform their roleplays. Listen in on the exchanges, and make notes of interesting viewpoints, that you can later put as questions to the class for a general discussion.