Lesson 2 – Directions

Stage	Time	Teacher	Activities/Description	Materials
1.	5 min	Warmer	Market, School, Bus stop, Post office, Internet shop, Laundry, Bank, Pier, Café,	Big Location Cards
		Review vocab	Gas station, Hospital,	
2.	15 min	Game	class in a circle	small location cards
			Demonstrate palenism with small picture cards	
			Two sets of cards turned over.	
			Students turn over only two cards.	
			Matching the same cards wins a point	
			Each time a card is turns over Students must say the location e.g. "bank"	
3.	10 min	Demonstrate	Go straight	Draw
		drill	Turn left	map on board
		elict	Turn right	
		c/c	stop	
			Its on the right	
			Its on the left	
4.	15 min	game	- divide the class into two teams	blindfolds x 2
			- blind fold 2 students	
			- elicit Students to give directions to students	
			- first person to sit down at their desk wins for that team	
5.	10 min	demonstrate	Where is the?	Map on board
		drill	Go straight on street	
		elicit	Turn left on street	
		c/c	Turn right on street	
			Its on the right	
			Its on the left	
			The is next to the	
			The is opposite the	
			The is in between the and the	
6.	5 min	Activity	Worksheet 2	Worksheet 2
7.	5 min	Activity	Students in pairs	Worksheet 3
			Students take turns at describing the locations on w/s	

8.	15 min	Activity	Demonstrate activity well	Town Map
			-Divide class in to two groups.	
			-One side is farang the other is Thai.	
			-The farang have maps. The others don't	
			-Students mingle and ask direction's where to go.	
			-Swap sides.	
9.	20 min	Activity	- Divide class into teams of four	Town Map
		wall dictation	- Stick maps in 10 places around the room	
			- Elicit students to complete the missing buildings on there map	
			- Students can talk in the middle of the room only	
			- Students cannot go to other parts of the room	
10.	15 min	game	Demonstrate:	
			race game with map/ 2 teams	
			1 students out the front	
			give card to Students.	
			Students give directions to draw map	
			First team to finish wins	
11.	10 min	activity	each students has a map	Town map
			teacher gives directions	
			Students follow directions and listen to end up at a location.	
			swap teacher's place with a students.	