



# Memories and plans

			<b>START</b>
<p>your earliest memory</p>	<p>the first Christmas you remember</p>	<p>the first birthday present you remember</p>	<p>a childhood pet</p>
<p>a childhood illness</p>	<p>your first day at school</p>	<p>your best friend when you were aged eight</p>	<p>school vacations</p>
<p>a children's TV program you liked</p>	<p>the first movie you saw</p>	<p>a fantastic memory you have</p>	<p>your high school</p>
<p>a teacher you liked</p>	<p>a classmate you didn't like</p>	<p>a party you remember</p>	<p>a movie star you were in love with</p>
<p>exams</p>	<p>your first English class</p>	<p>a big disappointment</p>	<p>music you like now</p>
<p>your hopes for the future</p>	<p>your plans for the future</p>	<p>the world in 50 years</p>	<p>the most important thing in life</p>
<p><b>HOPES AND PLANS FOR THE FUTURE</b></p>			<b>FINISH</b>

Unit 2A



Teacher's Notes

# Memories and plans

## Interaction

Group work

## Aim

To talk about personal memories and plans.

## Time

20–30 minutes

## Skills

Speaking

## Grammar and functions

Past simple and past progressive tenses

The future with *going to* for plans

## Vocabulary

General

## Preparation

Make one copy of the game board for each group of four students. Provide one dice per group. If dice are not available, provide slips of paper with numbers 1–6 on.

## Procedure

- 1 Ask students to form groups of four. Give each group a game board and a dice. Ask students to find their own game piece. This could be a paper clip or coin.
- 2 Explain that students must take turns rolling the dice and moving their piece forward on the board.
- 3 When they land on a square, they must speak for 30 seconds on the topic in that square. If they repeat sentences or phrases, or hesitate for more than 5 seconds, they have to go back to the square they were on before.
- 4 The first person to reach the end wins.
- 5 Circulate and listen to the speeches.
- 6 Encourage students to time each other and to listen for students who repeat sentences or hesitate.

## Option

Before a player begins to talk, the others make a full question, e.g. *your earliest memory* becomes *What is your earliest memory?*

## Additional ideas

While a player is talking, have others in the group make follow-up questions.