



They need advice!

The collage features several cartoon panels and text boxes:

- START**: A car accident with a car flipped over.
- A woman in bed eating a large fish.
- A man pointing at a woman sitting at a desk.
- A woman eating a meal.
- MISS A TURN**: A woman standing next to a car.
- GO FORWARD THREE SPACES**: A man talking on a mobile phone.
- A woman running in the rain.
- A woman at a computer.
- MISS A TURN**: A man cooking a burnt piece of food.
- A woman holding a baby.
- A man running.
- GO FORWARD ONE SPACE**: A man looking at a computer screen.
- GO BACK TWO SPACES**: A woman holding a sign that says "57%".
- A man carrying a large object.
- A woman swimming.
- MISS A TURN**: A woman talking to a man.
- A man standing next to an open refrigerator.
- A woman at a desk with a clock showing 1:00 PM.
- FINISH**: A woman sitting at a desk.



They need advice!

Interaction

Group work

Aim

To practice giving advice.

Time

20–25 minutes

Skills

Speaking

Grammar and functions

Giving advice

Should / need to

Vocabulary

General

Preparation

Photocopy the game board, one for each group of four or five students in the class. Bring some dice to class (one per group) or prepare small pieces of paper with the numbers 1 to 6 for each group.

Procedure

- 1 Divide the class into groups of four to five.
- 2 Ask each student to find something to be used as a game piece like a small paper clip or a pen lid.
- 3 Tell students they are going to practice giving advice. Give them a situation, e.g. *My friend is too fat and she doesn't feel well.* Elicit some advice, e.g. *She should / needs to go on a diet.* Write students' ideas on the board and emphasize the use of *should* and *need to*.
- 4 Give a copy of the board game to each group.
- 5 Explain how to play the game.
 - Students roll the dice in turn and move their pieces along the lines.
 - Every time a student lands on a problem square he / she has to look at the picture and give some suitable advice.
 - The other students in the group then decide if the advice is suitable or not.
 - If the advice is suitable, the student can roll the dice and move forward on his / her next turn. If it is not, he / she returns to the previous square he / she was on and throws again on the next turn.
 - There are rewards and penalties in this game. Rewards allow students to move forward a certain number of squares and penalties force them to go backwards.
 - The winner is the student who reaches FINISH first.
- 6 Ask students to roll the dice. The student with the highest number starts.
- 7 Set a time limit of about fifteen minutes and ask students to start playing the game.
- 8 Move around the room and give help if needed.
- 9 Stop the activity when the time is up.

Additional ideas

Ask pairs of students to choose one of the situations from the game and prepare a small conversation where they explain the problem and give advice. Pairs then present their conversations to the class.