

PLANNING A DAY IN THE FUN PARK



LEZ
CODE 277

Fertigkeit	An Gesprächen teilnehmen
Relevante(r) Deskriptor(en)	Deskriptor 4: Kann einfache Vereinbarungen treffen. (A2)
Themenbereich(e)	Erlebnisse und Fantasiewelt Familie und Freunde Hobbies und Interessen
Zeitbedarf	8 Minuten 1 Min. <i>interlocutor</i> 4 Min. Vorbereitung 3 Min. Sprechzeit (1,5 Min. pro Schülerin/Schüler)
Material- und Medienbedarf	Je eine idente <i>prompt card</i> für beide Schülerinnen/ Schüler. Schreibmaterial
Besondere Bemerkungen, Hinweise zur Durchführung	---
Quelle	---

UNTERLAGE FÜR DIE LEHRKRAFT

INTERLOCUTOR:

- 🗨️ **[NAME A], [NAME B], you are planning a day at FINGLE'S FUN PARK.
Look at the map and decide when and where you want to meet, what rides
you want to go on and why, and what time you have to go home.
Find out what your friend wants to do.**

Before we start you have got 4 minutes to make notes on this sheet.

Hand out copies of the prompt cards to both students.

- 🕒 Allow 4 minutes for preparation.

- 🗨️ **[NAME A], can you start, please?
Make sure both of you talk as much as possible.**



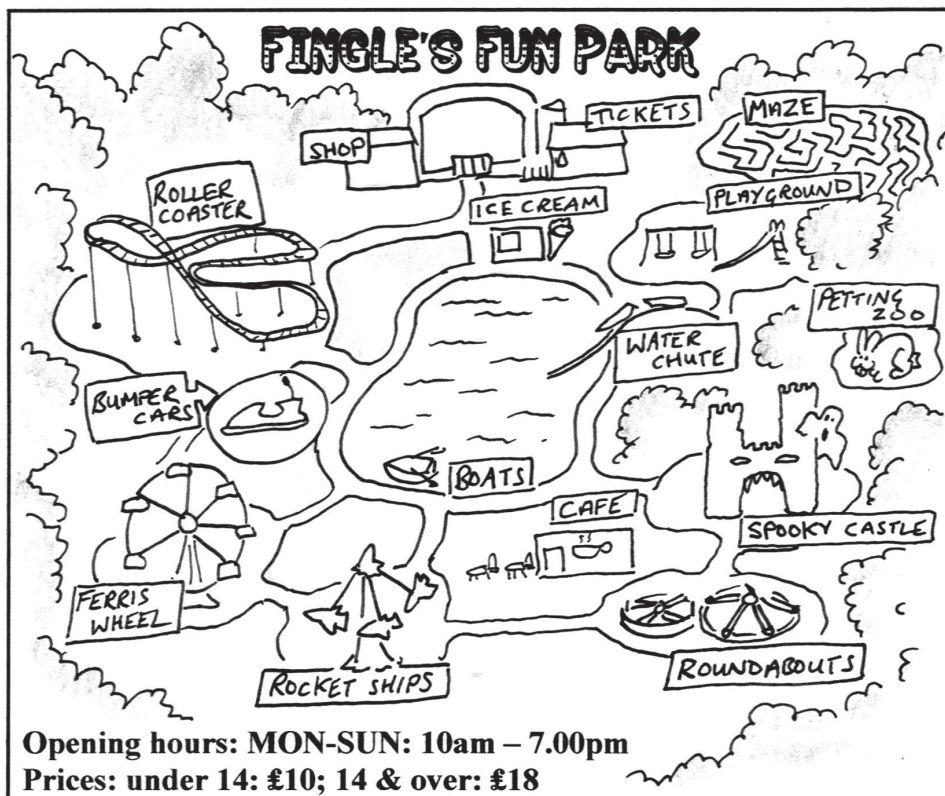
PLANNING A DAY IN THE FUN PARK

PROMPT CARD

Look at the map and decide what you want to do in FINGLE'S FUN PARK
Then find out what your friend wants to do and finally decide together what to do.

- when/where to meet
- what rides to go on
- when/where to eat
- how much money you want to spend
- what time to go home

You can use your own ideas, too.



Grafik: Nick Lang

Make notes here:

Where we meet:

When we meet:

What rides I want to go on: