

Lesson 2

"HOW CAN I GET TO?"

A LEAD-IN ►►

What do you usually do when you don't know the way to a place or building in your neighbourhood?

B GAME: "SIMON SAYS..."



Your teacher will choose one person to be the game leader. Everyone stand up. The instructions are as follows:

Go straight: take one step in front

Go back: take one step backwards

Turn left: turn your body left

Turn right: turn your body right

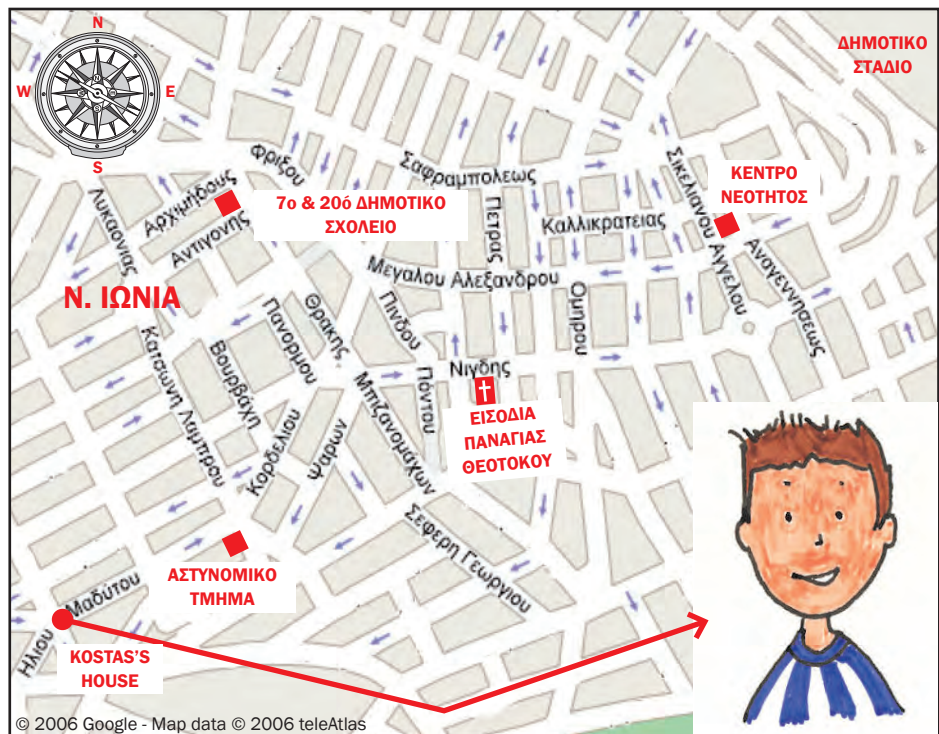


The leader should always say: "Simon says" and then the instruction. Whenever he/she does NOT say "Simon says", no one must move. Whoever moves is out of the game and sits down. The last person left in the game is the winner.

C LISTENING



Mark is staying with Kostas at his flat in Nea Ionia, Athens. At the moment, Kostas and Mark are in Madiou Street, outside Kostas' house. Mark wants to go to the Youth Center to play chess and meet other Greek children. Study the map. Now listen to their dialogue and with a pencil draw the route which Mark takes to go from Kostas' house to the Youth centre.



D ROLE-PLAY

1. Imagine you live in Nea Ionia. You are outside the Youth Centre. One pupil gives directions from the Youth Center to Maditou street. Role-play the conversation.
2. Imagine you live in Nea Ionia and you are outside the *Εισόδια Παναγίας Θεοτόκου* church. A passer-by asks you the way to the local stadium. Role-play the conversation with the passer-by. Use the map in Activity C.

E LISTENING

Pierre, Nadine's cousin, finds himself at the Acropolis and he is asking a passer by for advice on a good traditional restaurant, the nearest metro station and a place where he can buy a flokati carpet for his family. Listen to the passer-by's recommendations and directions and pinpoint the 3 places on the map.



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