

## Places and Directions- Design a Town

### Instructions

Choose one of the cards on the next page and tell your partner where to put it on the table or around the classroom (depending on what your teacher tells you). You can give directions and/ or positions, e.g. "Go straight for five seconds. Turn right. Go straight one centimetre" and/ or "It's opposite the house". Silly places ("The school is under the hospital" etc) are also okay. If your partner says "in", fold the other piece of paper and put it around that card. Blank spaces and blank cards mean you have a free choice – the person listening should write the things that is said (e.g. "hat shop") on the card and then put it where they are told to. Change roles and do the same again with different cards. Continue asking about position and placing that card in the place that is said until all the cards are finished, until there is no more space on the table, or until your teacher stops the game.

### Useful language for giving directions

"It's... seconds (North/ South/ West/ East) (on foot/ by car)"

"Turn left (and left again)"

"Turn right (and right again)"

"Go straight/ Go straight ahead/ Go straight (a tiny bit/ a little bit/ one centimetre/ half a centimetre/ one and half centimetre/ two centimetres/ ... centimetres/ one second/ two seconds/... seconds)."

"Go back (a tiny bit/ a little bit/ one centimetre/ half a centimetre/ one and half centimetre/ two centimetres/ ... centimetres/ ... metres/ ... millimetres/ one second/ two seconds/... seconds)."

"It's next to/ opposite/ in front of/ behind/ near..."

"It's between... and..."

"It's on/ under..."

"It's on... Street"

"It's... Street"

### Extension 1

Ask for instructions on how to get somewhere and walk your fingers or push a toy car following your partner's instructions. If they give the wrong instructions, you should do what they say and then they should give instructions on how to get from that wrong place to the correct place.

### Extension 2

Turn the cards face down and then play the same game as Extension 1, this timing guessing where the place is and giving directions if you don't remember which card it is.

**Blank cards**


**Places cards to copy and cut up**

bank	beach	bookshop	bus stop
bus stop	bus stop	campsite	castle
Chinese restaurant	cinema (= movie theater)	gym (= sports centre)	hotel
hotel	Indian restaurant	Japanese restaurant	lake/ pond
library	mountain	music shop	palace
park	post box	post box	post office
school	school	sports shop	station
station	supermarket	supermarket	convenience store
convenience store	swimming pool	swimming pool	theme park
amusement arcade	public toilet	public toilet	apartment building
apartment building	house	house	office building
office building	zoo	theatre	hospital
clinic	kindergarten/ nursery school	hair salon	pet salon
hospital	hospital	_____ shop	_____ shop
_____ restaurant	_____ restaurant	coffee shop	coffee shop
toy shop	temple	church	police station
fire station	pet shop	police station	animal hospital
Green Road	London Road	High Street	Main Street
_____ Road	_____ Street	_____ Street	_____ Road