

Future Simple

Introduction

- **Level:** B1
- **Skills:** Listening
- **Topics:** Grammar – Future Simple/

The enigma

- **Keywords**

The players will be led by an audio recorded by the teacher giving them instructions using the future simple (they can be adapted to the room where they are playing and the actions they have learned). The players, after completing the tasks reach the point in which they have to look for an article or piece of news. No clues are given at this point as they have to find the article or piece of news that is also framed on one of the walls of the room. The player will have to make this connection. The article/piece of news framed will have a code inscribed on it (there are several newspapers but only one of them will give the students the code to unlock a lock or a safe) .

- **Toolbox**

four newspapers, a copy of an article appearing in this newspaper, a frame, an audio recording or the GM giving instructions, a red cross on the floor, 4 figures of different animals.

Description of the enigma

(Audio) Starting from the red cross follow these instructions:

1. The player will move three steps forward.
2. The player will have to look under the chair and press the button.
3. The player will press the button and hear the sound of an animal.
4. The player will lift the figure of the animal.
5. The player will grab the newspaper under/behind the animal chosen.
6. The player will have to look for a specific piece of news.



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Hints

If players are unable to find the article, the GM should say: 'You have seen this article before'. Also, the recording could be played more than once if the students don't get it the first time.

More information

Possible restrictions

Students with hearing disabilities might find it difficult to understand the audio if it doesn't have good quality, and the piece of news could also be adapted in case one of the participants has dyslexia.

