



## Chapter 2 Dialog 2 Lesson Plan

### Offering Advice

#### *Warm-up: What can you do with...?*

Act out various activities, and elicit those activities names from students. (e.g. reading a book, watching a movie, taking a walk, playing golf, etc.) Then write "What can you do with...?" on the board and then write several different money denomination categories (eg. \$5, \$10, \$20, \$100, etc.), and work with students to put the elicited activities into the correct category while also brainstorming a few more.

#### *Exercise 1: Explain the grammar*

*You should* - (strongest)      *Why don't you..?* (softer)      *You might want to...* (softest)

#### *Exercise 2: Dialog Intro*

Have students turn to page 40 of their books. Have them look at the pictures and elicit what they think the dialog is about. (ie. Who is talking, Where are they? How do they look? (Happy, Sad,, etc).

Then have them listen to you going through the dialog (either doing both voices yourself, or choosing a student to do it with you), and question them about it's contents.

(i.e. What does Kenta suggest? Does Trey think it would be a good idea? Why, or why not? etc.).

*\* A listening dictation exercise (where you read the dialog, and they have to write down what you say can also be done- this is an excellent way to test their listening comprehension).*

#### *Exercise 3: Dialog Practice*

Have them go through the dialog and try to find all of the reductions in it. Check their answers. Then have them practice the dialog in pairs. Then have them try the second exercise and see if they can guess the correct answers. Review the answers as a class, and then have them go through the dialog again.

#### *Exercise 4: Extension into Role Play*

Brainstorm various date ideas with students as well as the possible problems associated with each. Pair students up and have one play the role of Trey and the other play the role of Kenta, and have them go through the dialog again using the brainstormed ideas.

#### *Exercise 5: Freestyle*

Pass out blank cards to students, and tell each of them to write a hypothetical problem on it. Then put them in a hat, and put it in the center of student reach. Then pair students up and one pull a card, and say their problem while the other has to come up with advice to give.

Ex.    **A: I've got a stomachache.**

**B: You might want to call a doctor."**

#### *If there's time/ Homework:*

Have them go through the manga pages, and find all the examples of the grammar form they can.