



# Can you do me a favor?



Unit 7C

Teacher's Notes



# Can you do me a favor?

## Interaction

Group work

## Aim

To practice asking and answering questions using *can* and *could*.

## Time

20–25 minutes

## Skills

Speaking

## Grammar and functions

Asking someone for a favor

Agreeing to do a favor

## Vocabulary

General verbs

## Preparation

Photocopy and cut apart the cards on the worksheet and shuffle them. Make sure you have one complete set for every group of three students in the class.

## Procedure

- 1 Divide the class into groups of three.
- 2 Make sure students are aware of the difference between *can* and *could*; i.e. *can* is informal and *could* is formal. If a student asks *Could you open the window please?* then the reply should be quite polite, e.g. *Yes, of course.* or *I'm sorry but I'm afraid I'm busy.* If a student asks *Can you open the window?* then the reply can be more informal, e.g. *Yes, sure.* *Yes, ok.* or *Sorry, I'm busy right now.*
- 3 Explain the game.
  - The objective is to collect matching pairs of request and reply cards. Request cards (with sad faces) show actions that need doing and reply cards (happy faces) show the completed action.
  - Students shuffle and distribute all the cards.
  - Students look at the cards in their hands and put any matching pairs they have face up on the table. A matching pair is a card with a request and a card with a reply which are about the same subject.
  - One player starts the game by choosing one of his / her request cards and asking another person in the group the appropriate question, e.g. Look at the card with the dirty dog, ask: *Can you wash the dog?*
  - If the player who is asked the question holds the matching card, he / she should answer *Yes, I can.* He / she should then give that card to the person who made the request and the completed pair should be placed face up on the table.
  - If that player doesn't hold the matching card, he / she should give an excuse such as *I'm sorry, I'm busy right now.*
  - Players can make one request on each turn, regardless of the answer they get.
  - The first player to use all of his / her cards wins the game.
- 4 Demonstrate the game with a student.
- 5 Distribute the cards to each group and ask them to begin the game.
- 6 Walk around the room and give help as needed.