

7

Nowadays



Then	Now	Now
Then	Now	Then
Now	Then	Now
Then	Then	Now
Now	Then	Then
Now	Now	Then
Then	Now	Then
Now	Then	Now
Then	Now	Then
Now	Then	Now
Then	Now	Then
Now	Then	Now



ACTIVITY

Groupwork: speaking

AIM

To play a game and compare old and new ways of doing things.

GRAMMAR AND FUNCTIONS

Comparing past and present

Used to + verb

VOCABULARY

PC, filing cabinet, floppy disk, credit card, cash, photocopier, fax machine, dictaphone, ledger, spreadsheet, data base, CD-ROM, calculator, shorthand

PREPARATION

Make one copy of the worksheet for each group of three to six students in the class and cut it into flash cards as indicated. Write 'then' and 'now' on the backs of the cards after you photocopy them to make them easier to sort out. Separate the flashcards into two piles: 'then' cards and 'now' cards.

TIME

15-25 minutes

PROCEDURE

- 1 Tell the students that they are going to talk about how things have changed at work.
- 2 Write the following on the board:

PAST	PRESENT
People _____ work in the same company all their lives	but _____ they change more often.

- 3 Elicit suggestions to fill the gaps (*used to +nowadays or now or these days*).
- 4 Divide the class into groups of three to six students and put each group around a table.
- 5 Give each group a set of flash cards separated into 'then' and 'now' sets and ask them to spread them on the table face down in two separate groups.
- 6 Explain the rules of the game (see below) and ask them to start playing. Note that while the cards are planned so that each one connects easily with at least one of the others, there is no fixed answer. The connections are limited only by the rules of the game and the students' imaginations.

RULES FOR PLAYING NOWADAYS

- 1 **HOW TO START.** The player who, at the end of 30 seconds, can think of the longest word starting with a letter chosen by the teacher starts.
- 2 **HOW TO PLAY.** The player chooses two cards: one from the 'then' pile and one from the 'now' pile. The player then tries to make a sentence following the pattern *used to, but nowadays/these days...* If the player uses the structure correctly and connects the two cards, he or she keeps the cards and has another turn. Otherwise they are put back, face down, in their separate groups. and the turn passes to the next person on the left. A player may have a maximum of three consecutive turns before the turn passes to the next player.
- 3 **HOW TO WIN.** The winner is the player with the most cards when either all the cards are used or when a full round passes and no one can invent a sentence with the cards remaining on the table.
- 4 **ARBITRATION.** The teacher's judgement is final.

FOLLOW-UP

Students discuss the way things have changed in their company, industry or profession.