

## Can I ...? – Teacher’s Notes

**Level:** Elementary

**Aim:** Students play a card game to practise asking for permission and for making requests.

**Functional language:** Requests, asking for permission (*Can I..., May I..., Is it OK if I...*). Responses (*Yes, of course/go ahead/sure. No, I'm sorry you can't, ...*).

**Preparation:**

Copy and cut out the cards from the worksheet, one set of cards for every four students.

**Procedure:**

1 Review the language for asking for permission on the board. There are two ways you can do this:

- Write the functional language from the box below, but with gaps. Ask the students to complete the gaps.
- Draw a stick man and stick woman. In the stick woman’s hand, draw a phone. Next to the man, draw a car with smoke coming from under the bonnet. Explain that the man would like to use the woman’s phone. Elicit the different ways he could ask her for permission and write these up on the board. Do the same for the responses.

**Asking for permission**

Can I Could I May I Is it OK if I Is it OK to	use your phone? smoke here?	(please).
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**Responding**

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(Yes)	Of course. Go ahead. Sure.	(No)	I’m sorry (but...) I’m afraid not.

2 Put the students into groups of four. Tell them they will be practising asking for permission and responding. Give each group a set of cards and tell them to distribute the cards so that everyone has the same amount of cards. Explain the rules of the game below. It may be easier to demonstrate how this works with a strong student.

- If any students have a matching pair of cards, they can put them down at once.
- One person starts. He/she must address another student and ask permission for something using the prompt on one of his/her cards. He/she should use the target language on the board.

- If the other student has a matching card, he/she must respond by saying 'yes' (+ an appropriate response) and give the card to the first student. The first student then places both cards on the table.
- If the other student does not have a matching card, he/she must respond by saying 'no' (+ an appropriate response).
- Play continues with each student taking turns asking for permission and collecting pairs of cards.
- The student who gets rid of all his/her cards first is the winner.

3 Allow students to play the game. Circulate and monitor. Correct any errors made in the production of the questions.

### **Optional follow-up activity**

Ask students to work in pairs. Tell them that they should choose one of the prompts and responses they have used. Ask them to think of the answers to the following questions:

- 1 Who is speaking?
- 2 What is their relationship?
- 3 Where are they?
- 4 What do they say next?

Together they should create a short dialogue for their prompt. Students then read their dialogues to each other and explain the context.