

# TEACH-THIS.COM

## Problems and Advice



Problem <b>I am</b>	Problem _____	Advice
Problem <b>I am</b>	Problem _____	Advice
Problem <b>I am</b>	Problem _____	Advice
Problem <b>I feel</b>	Problem _____	Advice
Problem <b>I feel</b>	Problem _____	Advice
Problem <b>I feel</b>	Problem _____	Advice
Problem <b>I've got</b>	Problem _____	Advice
Problem <b>I've got</b>	Problem _____	Advice
Problem <b>I've got</b>	Problem _____	Advice

# TEACH-THIS.COM

## Problems and Advice

In this teaching activity, students learn how to give advice to people using various structures. This activity also teaches students how to state that they have a problem or ailment.

Before class, make one copy of the worksheet for each pair of students.

### Procedure

Write the following incomplete sentences for talking about problems on the board and ask the students to suggest different ways of completing them.

I am...  
I feel...  
I've got...

Next, divide the students into pairs and give each pair a copy of the worksheet.

Ask the pairs to complete the problems on their worksheets by writing in the spaces provided. Tell them not to complete the advice column yet.

When the students have finished, ask them to make a group of four by joining with another pair and to exchange their worksheet with them. Then, write some phrases for giving advice on the board:

### Examples:

If I were you, I would...  
I think you should / ought to...  
You might try (verb+ing)...

Tell the pairs of students to read the problems on their new worksheet and write a relevant piece of advice, using the structures written on the board.

When the students have done that, ask each pair to cut their worksheet up as indicated, keeping the advice cards separate from the problem cards.

They then combine the problem cards and advice cards with the other pair of students in their group. Ask them to shuffle the problem cards and the advice cards and put them in two separate piles on the table.

Each player then takes four problem cards and two advice cards. The left over cards remain on the table in two piles.

Player one puts down a card showing the first half of a problem.

Player two must complete the problem using one of his or her cards.

Player three puts down a card showing a piece of advice for the problem. If it is correct, he or she keeps the three cards and puts down the first half of a new problem.

If a player cannot put down a suitable card, he or she picks one up from the appropriate pile on the table and the next player puts down a card.

The player with the most cards at the end of the game is the winner.