Hotel Problems



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	Could you help me with my suitcase?	l've lost my key.
	The phone in my room doesn't work.	Have you got a map?
	There isn't any hot water.	A single room with a bath, please.
	There aren't any towels.	Where is the gym?
	I need to see a doctor.	Where's the lift?
	I can't open the window.	The lift doesn't work.
	Where's the restaurant?	Can I change some money?
	The TV doesn't work.	Could I have my bill, please?
	I'd like to change my room. It's too noisy.	Could I have a double room for two nights?
	Could you tell me the way to the swimming pool?	Could you call me up at seven o'clock tomorrow morning?
-	Could you call me a taxi to take me to the airport?	Could I have a sandwich for room 207?

Hotel Problems

This group activity can be used to teach or revise hotel language and making requests.

Before class, make one copy of the worksheet for every eight students and cut as indicated.

Procedure

Tell the students to imagine that they are at a hotel reception in a country where they can't speak the language, and that they have got a problem and have to communicate it to the hotel receptionist by mime.

Explain that the mime will either be about a problem, asking a question or making a request.

Pick an example card and mime the phrase, e.g. Could you help me with my suitcase?

Elicit answers from students, pointing and nodding at students who provide accurate guesses until you guide them to the exact words.

Once students understand how to play, put the students into teams of four.

Teams play against another team or with a small class divide the students into two equal teams.

Put a shuffled set of cards face down in a pile in front of the two teams.

The two teams take it in turns to play.

A student from the first team picks up a card and mimes the sentence to the other team.

The students in the other team call out their ideas until they guess the exact words on the card.

As soon as they have done this, the teams swap roles and so on.

One point is awarded for each correct answer.

If after two minutes a team cannot guess the correct words, they must pass.

The team with the highest points at the end of the game is the winner.