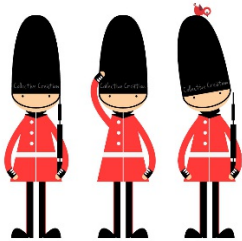


UNIT 1: TOURISM IN LONDON



LESSON 2: My dream town



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1) Quiz: in the city

Find the correct place
make a sentence to answer

2) DESCRIBE A PHOTO: TB p 16

group work: 5 min

On the left
In the middle
On the right
Lights
a flag
a telephone box
the sea
a food shop



What can you see? where is this? who comes here?
what can people do here? Would you like to come here?

3) Listen and understand: WB p 8



- a Identify the speakers:
- b Identify the tourist site:
- c Listen to the first part: pick out the numbers and write them down in the first column of the grid.

Numbers / Figures	What these numbers are
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

- d Listen again, concentrate on the stressed words and complete the second column.

e Listen to the second part and write down all the other words you understand.

.....

.....

f Look at your notes and recap.



Group work: 5 minutes

RECAP: put the words in the correct order.

restaurants and bars.

There is

at the end of the Pier.

is

around the world.

on the Pier.

attractions

Palace Pier

There are

famous

a lot of too.

a lot of

lights

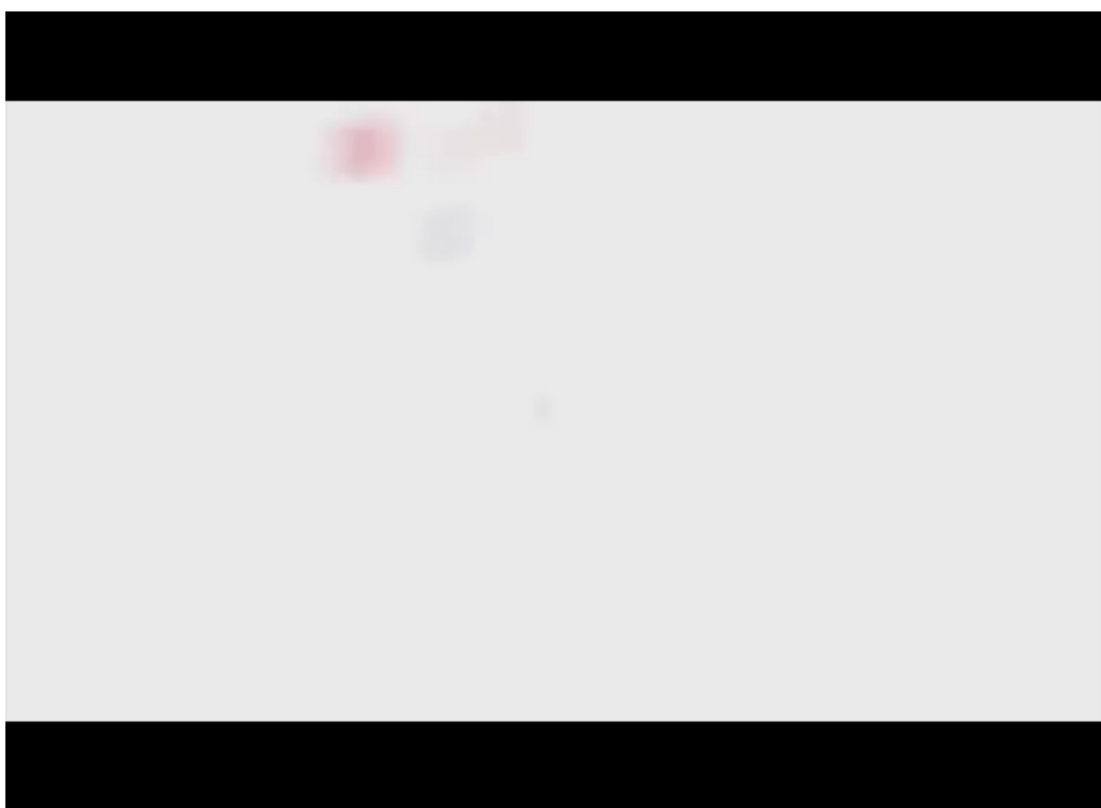
There are

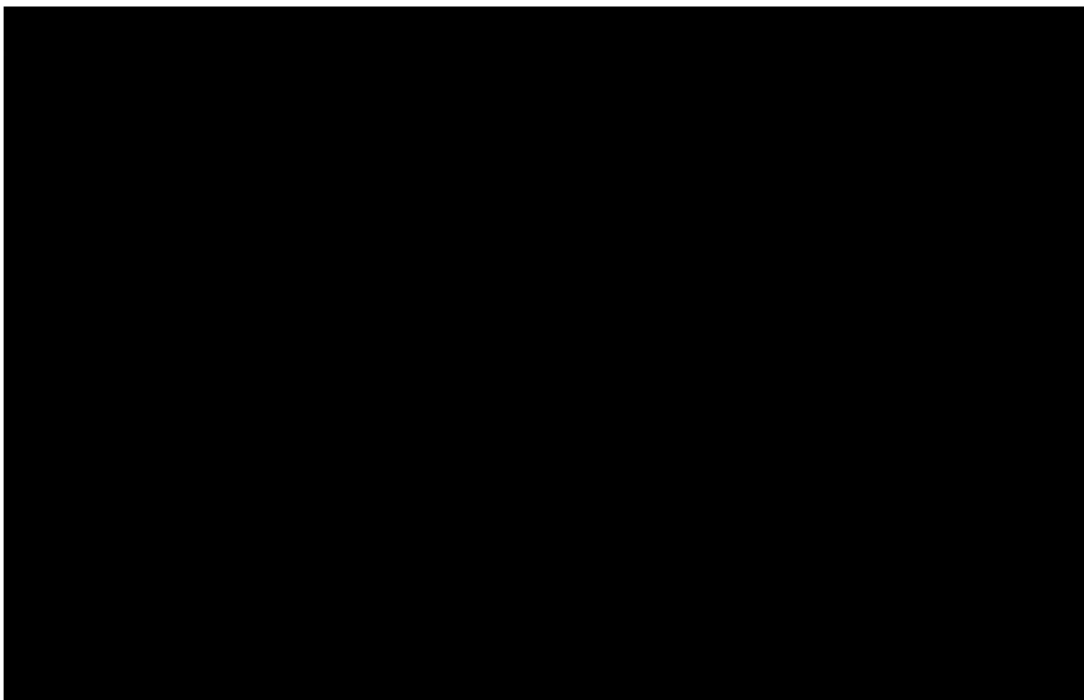
There are

a fun fair

Discover..... Brighton

a virtual visit





Would you like to go to Brighton? Why?

GRAMMAR: WB p 8

Think about Grammar

a) Observe ces phrases :

There are fantastic tourist sites in Brighton. There is the Royal Pavilion.

Is there only one pier? No, there are two, Palace Pier and West Pier.

Are there other places of interest? Yes, there are the Lanes.

b) Souligne les expressions qui servent à dire ou demander ce qu'il y a.

c) Que remarques-tu ?

On emploie devant un nom au singulier.

On emploie devant un nom au pluriel.

REMEMBER:

**pour dire qu' "il y a " quelquechose
ou qu' "il n'y a pas" quelquechose**

THERE IS + singulier

THERE ARE + pluriel

THERE ISN'T ANY + Singulier

THERE AREN'T ANY + pluriel

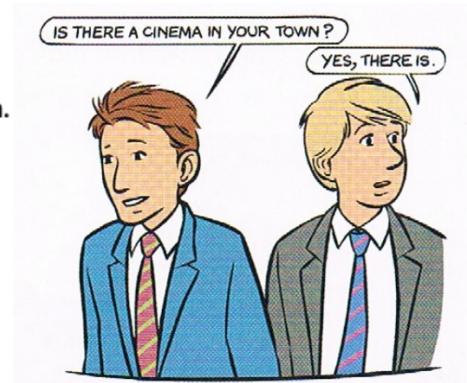
5) Practise: talk about your dream town WB p 10



First listen to the dialogue, then play

2. My town / My village

- Choose 5 places from your town and write them in the first column.
- Ask your partner questions about the places in his/her town.
- Write his/her answers in the second column.
- Change roles.
- Report to the class.



My town	My partner's town
.....
.....
.....
.....
.....
.....

REMEMBER:

Grammar Toolbox

Is there a theatre in your town?

Yes, **there is**. / No, **there isn't**.

Are there any shops in your village?

Yes, **there are**. / No, **there aren't**.

6) VOCABULARY:

a) Listen and repeat:

zoo / theatre / ice-rink / cinema / disco



b) Identify each number.

Example: *Number one is a cinema.*



Vocabulary Toolbox

Have...

fun

a drink

a picnic

a good time

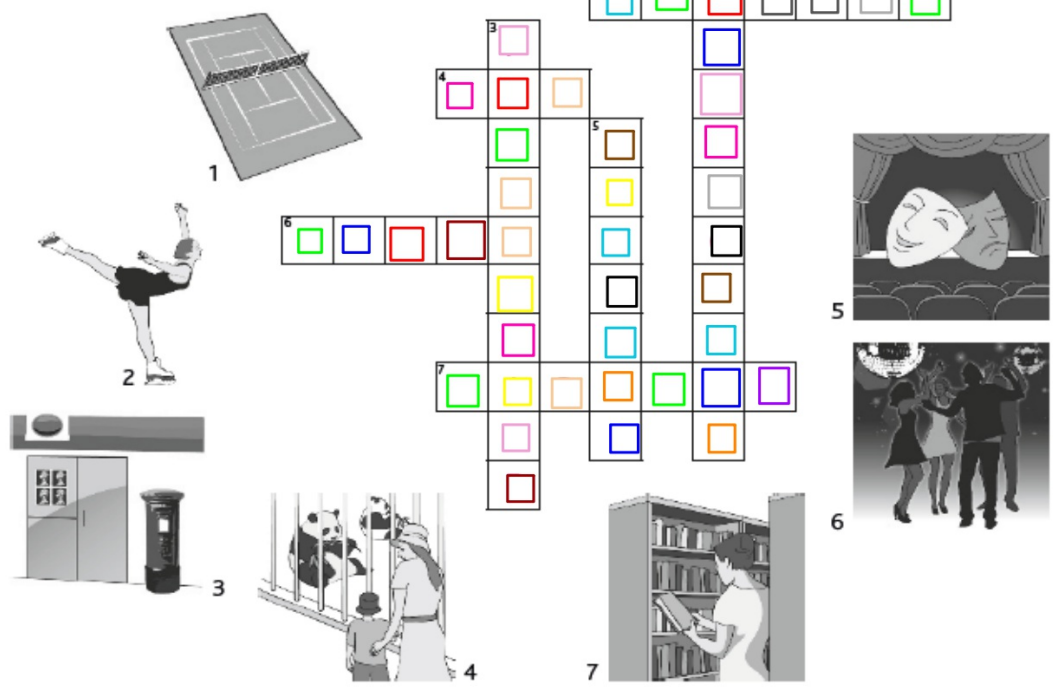
a sandwich

c) Say what you can do in these places (you can use the vocabulary toolbox).

Example: *You can have fun at the disco.*

A Build up your vocabulary  p. 17

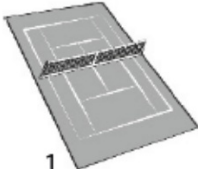






1. More places
Do the illustrated crossword.



The crossword puzzle grid consists of 10 columns and 10 rows. The starting points for the clues are as follows:

- 1** (Down): Row 1, Column 7.
- 2** (Across): Row 2, Column 1.
- 3** (Across): Row 3, Column 4.
- 4** (Across): Row 4, Column 1.
- 5** (Across): Row 5, Column 5.
- 6** (Across): Row 6, Column 1.
- 7** (Across): Row 7, Column 1.

The illustrations for the clues are:

-  A tennis court.
-  A person performing a high kick in kickboxing.
-  A public facility with a counter, a trash bin, and a recycling bin.
-  A zoo enclosure with a panda and a person feeding it.
-  A theater stage with two masks and an audience.
-  A ballroom with a couple dancing.
-  A person reading a book in a library.

HOMEWORK:

- **TB p 23 ex 3**
- **WB p17 ex 3**
- **apprendre le recap sur Palace Pier**
- **apprendre la leçon et le vocabulaire**
- **préparer un croquis de votre ville idéale (simple)
et se préparer à l'expliquer**

Tâche finale: à préparer en salle informatique

GO! ACTION 1: Créer un audio-guide (visite guidée)  p. 17

1. Choisis une ville ou un village que tu connais.
2. Dessine ou apporte le plan de ta ville ou de ton village.
3. Indique ce qu'il y a d'important ou d'intéressant.
4. Choisis un endroit intéressant et entoure-le sur la carte.
5. Donne une ou deux informations à son sujet.
6. Indique l'itinéraire pour y parvenir en partant d'un autre endroit important de ta ville ou de ton village.
7. Tu peux enregistrer ton audio-guide sur ton lecteur MP3 et le télécharger sur le site de ton collègue.

