## Unit 7 – Quanto costa?

### Activities

<table>
<thead>
<tr>
<th>7.1 Practising high numbers</th>
<th>page 60</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.2 Asking and understanding prices in euros</td>
<td>pages 62–63</td>
</tr>
<tr>
<td>7.3 Shopping</td>
<td>pages 60–63</td>
</tr>
</tbody>
</table>

#### 7.1 Objective

Practising high numbers.

#### Materials

Dice, one per group of four.

1. In groups of four, learners use dice to practise random four-figure numbers, building numbers according to the throw of the die. e.g.

   - A throws a 3 and says *tre*.
   - B throws a 6 and says *trentasei*.
   - C throws a 5 and says *trecentosessantacinque*.
   - D throws a 2 and says *tremilaseicentocinquanta due*.

2. D starts the next round.

#### 7.2 Objectives

Asking and understanding prices in euros, and learning food vocabulary.

#### Materials

Set of picture cards (provided).

1. Use the cards as flash cards to revise vocabulary.

2. Set a time limit and ask learners individually or in pairs to complete the shopping list on page 64 of *Talk Italian*, Activity 3.

3. Give everybody a different picture card (with classes of 15+, you'll need to duplicate).

4. Learners circulate, asking each other the price of one item at a time, e.g. *Quanto costa il formaggio?* Only the person holding the cheese will be able to supply the answer, others need to answer *(Mi dispiace) non lo so*.

5. The aim is to price all the items on the shopping list, to add up the total cost and provide the answer in Italian.
The shopping list in Italian, complete with correct prices, could be used as portfolio evidence.

### Objectives

Producing the language needed for shopping and getting used to hearing phrases likely to be heard in shops.

### Materials

Two sets of role play cards A and B (provided).

1. Divide learners into pairs and give A and B role play cards, making sure each reads only his/her part of the conversation.

2. After a few minutes’ preparation, learners play their roles, with A starting the conversation.

3. Give out the second role play; this time the other partner is the 'shopkeeper'.

If the role play is observed and assessed, the cue card could be signed and used as portfolio evidence of competence for the 'customer'.

© BBC Worldwide Ltd 1998
[www.bbcaactivelanguages.com](http://www.bbcaactivelanguages.com)