

## Unit 9 – A che ora parte?

### Activities

- Ⓟ 9.1 Asking travel questions pages 80–83
- Ⓒ 9.2 Game to practise using transactional language

<b>9.1</b>	<b>Objectives</b> Practice in asking simple questions relating to travel and listening out for times and platform numbers.
	<b>Materials</b> Timetables – copies A and B. Master copy (provided).

1. Make two copies of the timetable. Keeping the original as the master copy, blank out some of the information from the other two, making sure that you don't blank out the same information in both.
2. Ask learners to imagine they have spilt coffee over their timetables and there is now information missing from both of them. They ask each other questions to obtain the missing information, e.g.

**A che ora parte il treno per Bologna?**

**A che ora arriva a Bologna?**

**Da che binario parte?**

**Devo cambiare?**

3. When all the gaps are filled, A and B compare timetables, which should be identical, or you conduct a whole-class question and answer session.

The completed timetable can be retained as portfolio evidence.

This activity can also be carried out as a whole-group information-gap activity by giving each learner a timetable with only a small amount of selected information on it – so that everyone has different information to give out.

<b>9.2</b>	<b>Objectives</b> Practice in using transactional language relating to travel.
	<b>Materials</b> Board game (provided), die and four counters for each group. Sets of 12 cue cards, each with a different phrase in both Italian and English (not provided; see example below). These should be a mixture of questions and statements, of varying length and complexity.

1. Give each group of four a board, a die, four counters and a pack of cards, face down on the board.
2. Explain that each player in a group starts from a different corner of the board and the objective is to be the first to complete one circuit of the board and arrive in Rome in the middle.
3. Each player in turn throws the die and advances that number of places on the board in a clockwise direction.
4. The person on the player's right then picks up a card from the top of the pile and reads out in English what is written on it.

Which platform does it leave from?  <b>Da che binario parte?</b>	What time does the next train leave for Milan?  <b>A che ora parte il prossimo treno per Milano?</b>
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5. The player translates it into Italian and it is checked by the person holding the card. The translation must be absolutely accurate otherwise the player forfeits his/her next turn.

You can devise your own variations of this game to suit your learners' needs, e.g. the statements can be read out in Italian for translation into English – particularly the phrases learners are more likely to need to understand rather than use themselves. And, of course, the cards can be used independently of the board either for revision or assessment purposes.