Did we agree?

B1 | Adults and teens | Listen, choose and explain

Useful language: suggest, change, agree

Suggest: Could we meet at four? Change: Could we make it half past four?
Agree: That works. / Four it is. Say no: I can't. / Let's stick with four.
Could we + verb makes a suggestion: Could we meet...? Could we use...? Listen to the whole exchange. A suggestion is not always the final plan.

1. Choose the words. Then check together.

a. Could we meet / meeting at four? b. Could we make / making it five?
c. Let's use / using the blue room. d. That work / works for me.

2. Look at the pictures. What might change?

1. Coffee: what time?

4.00 / 4.30

2. Meeting: which room?

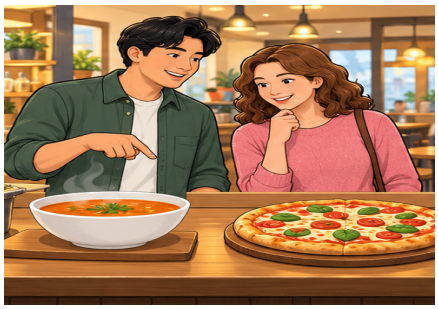
blue / yellow

3. Walk: where to meet?

park gate / bus stop

4. Parcel: which door?

red / green



5. Lunch: what to order?

soup / pizza

6. Evening: where first?

cinema / cafe

3. Listen with your page 2 covered. Circle each final plan. Tell a partner why.
You can ask: Could you read that again? Pictures show the choices; the voices give the answer.

Catch the change

Work with a partner | Use the six picture cards on page 1

4. Play together

1. Choose a picture. Keep your final plan secret from the other pair.

2. Plan a short conversation with your partner. Mention BOTH choices. Agree on one. You can change the plan or reject the new suggestion.

3. Read or act it for another pair. They choose the final plan and explain what they heard.

4. Give 1 point for the right plan and 1 for a correct reason. Swap jobs. Play three rounds each. No time limit.

Example: the last suggestion is rejected

A: Let's use the blue room. B: Would the yellow room be better?
A: No, it's too small. B: OK, blue it is.
Listener: Blue. They mention yellow, but decide it's too small.

Only two people? Try the message game.

A chooses a picture and makes a plan aloud: Let's meet at four. Actually, could we make it half past four? Yes, half past four works.
B gives the final plan and reason. Use the same points. Swap after each turn. Play three turns each. You can prepare with a few notes.

5. Ask and answer. Follow an interesting answer.

1. Where do you usually meet friends?

2. What makes you change a plan?

3. What time of day suits you best?

4. Do you prefer a call or a message?

5. Where is a good place for a work chat?

6. How do you check an unclear message?

7. When was a plan changed at the last minute?

8. What happened after a delivery mix-up?

9. Which lunch would you choose here? Why?

10. What makes a meeting place convenient?

11. How do you say no to a suggestion politely?

12. What could we arrange together next week?

Ask: Why? What happened next? What did you agree in the end?
You can invent an answer or skip a question.

One useful next step

Use after the game or with your own marked exam-practice task

6. Keep one success. Pick one thing to practise.

Task / source / date (for an exam, add its name and version):

Time used and help received (replays, text, prompts or extra time):

One thing I did well. Show an example:

One answer I want to check. Why did I choose it?

Check it with your teacher: Was it a word or phrase, the question, the way I chose an answer, the pace, or something else? Try one small change. What helped?

My target: Next time I want to be able to...

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7. Make a small plan

Session 1: Date _____ Material _____ Review a model or useful phrase.

Session 2: Date _____ Material _____ Try new examples. Check the reasons.

Session 3: Date _____ Material _____ Try new examples with less help.

Aim for about 10 minutes each. Keep one example from each session.
If I miss a session or need help, I will: _____

Fresh check: Date _____ New task _____ Time and help _____

Afterwards: I can do this alone / with help / I need more practice.
What changed? _____ My next step: _____