

First day. Strange rules.

Learner page 1 | Notice a problem, ask a question, explain a rule

You are visiting a shared workspace: a place where different people work. What helps everyone use it comfortably? All people, places and rules in this pack are fictional.



Look from left to right

1. What is happening in each picture? Say what you can see.
2. What problem might there be? Which action could help?
3. Which things need a clear rule? Which could be a choice? Explain your ideas.

The pictures do not show the official rules. You can have different ideas. You will check the actual workspace rules later.

Try saying it

People have to _____ because _____.

You mustn't _____ here.

Do visitors have to _____?

I think _____ could be optional.

Think of a helpful or surprising rule you have met. Tell a partner why it existed. You may invent a story or pass.

Must, have to or a choice?

Read the signs. Say what each one means.



VISITORS

Please sign in at reception.

You must / have to

It is necessary. Do it.

You must sign in.

You have to sign in.



QUIET WORKROOM

No phone calls in this room.

You mustn't

It is not allowed. Don't do it.

You mustn't make calls here.



NAME BADGES

Wear one if you like.

You don't have to

It is optional. You can choose.

You don't have to wear a badge.

Must and have to: both can mean "it is necessary". You can often use either. Have to is common when we talk about rules; must is common in firm instructions.

Form: I have to / Sam has to sign in. I must / Sam must sign in.

Question: Do I have to sign in? Does Sam have to sign in?

Remember: must + verb, without to. Don't have to does not mean mustn't.

Choose the words

1. A badge is optional. You mustn't / don't have to wear one.
2. Calls are not allowed here. You mustn't / don't have to make calls.
3. Every visitor signs in. You must / mustn't sign in.
4. Sam needs to sign in. Sam have to / has to sign in.

Is your friend right?

You are visiting Green Door Studio. Read your friend's texts and the studio signs.

Alex • Messages

1. You don't have to sign in.
2. You mustn't make calls in the workroom.
3. You have to bring your own laptop.
4. You mustn't wear a name badge.

WELCOME TO GREEN DOOR

All visitors: please sign in at reception.

QUIET WORKROOM

No phone calls here. Please use the garden.

NEED A LAPTOP?

Borrow one from reception. You can bring your own if you prefer.

NAME BADGES

Optional. Wear one if you like.

Check the four messages

Put a tick next to a correct message. Correct the other messages.

1. _____
2. _____
3. _____
4. _____

Now talk: A asks, "Do I have to bring a laptop?" B answers using a sign. Ask about all four things, then swap roles. Finish by giving Alex the correct advice.

Which rules make sense?

Choose one place. Agree three useful rules: something necessary, something forbidden and something optional.



A gym



A library



A park

We have to... because... / We mustn't... because... / We don't have to...
Compare with another pair. Which rule would you keep? Which would you change?

Your turn to talk

Take turns to ask a question. Give a reason or example. Ask "Why?" or "What happened?"
Use real or invented answers. Choose the questions that interest you.

1. What do you have to do when you arrive at work or college?
2. What mustn't people do in a library? Why?
3. What don't you have to do when you work from home?
4. Do visitors have to take their shoes off in your home?
5. Which phone rule would improve a shared workspace?
6. What do new people have to know on their first day?
7. What don't visitors have to bring to a good hotel?
8. What must people do to keep a shared kitchen pleasant?
9. Which gym or sports rule seems unnecessary to you?
10. What mustn't dog owners do in a park?
11. Which rule would you change at a place you know?
12. What surprising rule would you invent for your own club?