

Recommend a place

B1 | Adults and teens | About 15-20 minutes | Keep this page private

Your partner is visiting an invented town. It is dry today. Ask what they need, then recommend a place. All three places are open and need no booking. Prices are per person.

1. Read a short example

Visitor: I've got an hour and £6. I'd like a meal.

Guide: I'd try the market because a meal costs £5.

Visitor: How long would it take, including the walk?

Guide: The full hour. It's outdoors, so it may not suit you in rain.

2. Use the town information

Times include walking from the station, the visit or meal, and walking back. Use these times for the task.

Place	Walk + visit + walk back	Cost	Useful detail
Riverside market	15 + 30 + 15 = 60 min	£5	Meal; outdoors
Town museum	5 + 40 + 5 = 50 min	Free	Local history; indoors; no food
Corner cafe	5 + 30 + 5 = 40 min	£8	Meal; indoors

3. Ask, recommend and check

Ask about your visitor's time, budget and interests before choosing. Recommend a place and explain why it fits. Answer their questions. Add a useful limit or warning. If nothing fits, say so and ask what could change.

Find out: How much time have you got? What would you like to do?

How much would you like to spend? Do you need to stay indoors?

Recommend: I recommend ... because ... / If you've only got ..., I'd ...

Add a limit: It takes the full hour. / You might want to avoid ... if ...

Check: Would that work for you? / Could you spend a little more?

Our choice and reason: _____

One limit or question to check: _____

Then swap pages and roles. Your partner chooses a different visitor. After feedback, try the new visitor from your teacher.

Tell the guide what you need

Keep this page private | Choose one visitor silently

1. Choose a visitor

Do not tell the guide the letter. Answer their questions about what you need. The guide has the place information; you do not need to invent it.

A. A meal before leaving

You have **60 minutes in total and up to £6**. You want a meal. You are happy to eat outdoors if it is dry.

B. A short indoor meal

You have **45 minutes in total and up to £10**. You want a meal and need to stay indoors.

C. Learn about the town

You have **60 minutes in total and no money to spend**. You are interested in local history and want an indoor visit. You do not need a meal.

2. Ask about the recommendation

Listen. Ask one or two useful questions about missing details. Follow the answer. Ask again if something is unclear.

Possible questions: How long does that take?

Does that include walking back? How much is the meal?

Is it indoors? Do I need to book?

Check: So, ... takes ... and costs ...? Have I understood?

Decide: That works for me because ... / That would not work because ...

3. Check the plan, then swap

Say which place you would choose and why. Check one time or cost with the guide. You may reject a recommendation if it does not fit your needs. Then swap pages and roles; choose a different visitor.

My visitor: _____ Place: _____

Time and cost I understood: _____

A useful question I asked: _____

After feedback, your teacher will give you a new visitor. Try with less help if you are ready; ask for support if you need it.

Make the recommendation fit

B1 | About 15-20 minutes | No recording or local research required

Outcome: a fitting recommendation, reason, checked detail and useful limitation. All town facts are invented.

Share: page 1 to the guide, page 2 to the visitor; swap for round 2. Keep pages private and retain this teacher page. The model uses visitor A.

A short route

0-3: read the model; check return walking time; share private pages.

3-8: ask, recommend and check; swap with a different visitor.

8-11: give selective feedback and briefly rehearse one useful repair.

11-16: use the new private visitor below; swap again if time allows.

16-20: hear each learner, note support and choose a next step. Adapt timings.

Keys and meaning

A: market, £5 and 60 minutes. It uses the full hour and is outdoors; the weather condition matters. Cafe exceeds £6; museum does not provide a meal.

B: cafe, £8 and 40 minutes, indoors. Market takes too long and is outside; museum provides no meal and takes 50 minutes.

C: museum, free and 50 minutes, indoors/local history. Both meals exceed the budget.

Language: recommend + noun or -ing action; I'd + base verb for this suggestion; if + present in If you've only got an hour, I'd try Worth visiting uses -ing. Accept natural alternatives, including You can try No phrase is compulsory in every reply.

After feedback: a new visitor and changed weather

Tell both: it has started to rain. Send the following role only to the visitor.

Jules: You have **60 minutes and £6**. It is raining, so you need an **indoor meal**. Answer the guide's questions.

Reveal only if asked about spending more: you can raise the budget to **£8**.

Key: no listed meal initially fits. Explain this and ask about flexibility. If Jules agrees to £8, cafe/40 minutes fits. Do not assume agreement. Asking about another option is valid; its facts remain unconfirmed.

Adapt: allow starters/notes; stretch with a question beyond the bank. Online, send files separately. One-to-one, alternate roles and record prompts. Optional local follow-up: use a familiar real or invented place; keep unknown facts as questions. No one represents a whole country.

Observe: needs question, fitting reason, practical check and limitation. Record an example/help; a matched place alone is not speaking evidence. Revisit with new facts. Reference: Cambridge, Word patterns: recommend; Worth or worthwhile? Classroom timing and retention untested.