

Pass it on!

Short messages. Strange plans. Can you keep the story straight?

1 A quiet night out?

Look at the sign. What could go wrong if someone only read the title?

SILENT DISCO

Tonight | 7-8 pm



Headphones supplied.
Dance as much as you like.

Please do not sing!

Max: A disco! I can sing my favourite song.

Nia: Read the last line, Max.

Max: Oh. My singing is why they made that rule.

Tell your partner: Why is Max disappointed? Would you go with him?

2 Tell the story quickly

A friend missed the joke. Explain what happened in one or two sentences. Then compare your version with the example.

One way to say it: Max wanted to sing at a silent disco, but the sign said no singing. He joked that the rule was about him.

3 Same meaning, your words

The sign says: Headphones supplied.

You could say: They give you headphones to use.

Now explain **Dance as much as you like** in another way. Would **You have to dance all night** mean the same thing?

Keep it simple: A summary gives the main points briefly. A paraphrase says the same thing in a different way. Keep names, times and facts accurate.

What shall we try?

Choose an event you would enjoy. Which one would you definitely avoid?

A

TERRIBLE PORTRAITS



Saturday | 11 am-12 noon

Green Lane Library | Free

Draw a partner. The worse, the better!

Pens and paper supplied.

Book at the library desk.

B

SILENT DISCO



Saturday | 7-8 pm

Riverside Hall | £3

Headphones supplied.

No singing. No booking needed.

Pay at the door.

C

PET ROCK PICNIC



Sunday | 1-2 pm

Maple Park | Free

Bring a stone and your own lunch.

Give your stone a name.

No booking. Cancelled if it rains.

D

BACKWARDS QUIZ



Sunday | 4-5 pm

Green Lane Library | £2 per person

We give the answers. You invent the questions!

Teams of two. Come with a partner.

Book at the library desk.

Pick one for a friend

Sam: I am free on Saturday morning, but I have no money.

Jo: I like being outside. I can bring lunch, but I hate getting wet.

Ali: I like making things up. My friend can join me on Sunday.

Choose an event for each person. Explain why it suits them and what to arrange. Start: **According to the poster...**

Say it. Change it. Play it.

Use the posters on page 2. You can do everything aloud.

4 The wrong-message game

Choose a poster secretly. Give your partner a short message about it, but change **one fact**. Your partner spots the mistake and corrects it. Swap roles.

A: The poster says we can take our pet rocks for a picnic on Saturday.

B: Sunday! We need to bring lunch too.

A: Exactly. And what happens if it rains?

Play four rounds. One point for spotting the wrong fact; one more for correcting it. Check the poster together after each round.

5 One event. Two messages.

Choose a different poster. Your friend knows nothing about the event.

First: Invite them in one or two short sentences. Include the event, time and place.

Then: Explain what they need to do before going. Use your own sentences.

Your friend asks a question. Check the poster, then try your message again.

Useful starts: I saw a poster for... / Fancy trying...? / We need to... / It says... / So, does that mean...?

6 Take the conversation somewhere

Choose a few questions. Follow an interesting answer. You can invent your answers.

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| 1. Which event would make the best story? | 7. Have you ever misread a sign? |
| 2. Who would you invite to the disco? | 8. When did a message make you laugh? |
| 3. What song would be hard not to sing? | 9. What makes an invitation tempting? |
| 4. What would you name your pet rock? | 10. What event would your town enjoy? |
| 5. Would you keep a terrible portrait of you? | 11. What silly rule could you invent? |
| 6. What answer would you give in the quiz? | 12. What happens after Max starts dancing? |

Optional homework: Make a poster for an unusual event. Add when, where, cost and what to bring. Write a two-sentence invitation below it.