

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.

A lighter way to practise

Suggested B1 | Adults and older teens | Pairs, small groups or one to one

What learners practise

Passing on the useful parts of a short text, explaining a detail in their own words and keeping the facts straight. The focus is everyday speaking; this is not an academic referencing lesson. All events and characters are fictional.

Ready to teach

Use learner pages 1–3. Keep pages 4–5 for yourself. No recording, cutting or other materials are needed. Allow 45 minutes, including the final ten-minute conversation. Only the homework is optional.

0-5 min | Predict and laugh

Show the silent-disco sign before reading the dialogue. Invite guesses about what might go wrong. Read the dialogue together. Learners can try Max's last line with different expressions.

5-10 min | Brief models, then a go

Let pairs tell the story before revealing the example. Use task 3 to distinguish a free choice from an obligation. Keep the explanation short; accept natural alternatives.

10-18 min | Explore the noticeboard

Let learners choose their own favourite first, then recommend events for Sam, Jo and Ali. Ask one practical follow-up, rather than testing every line.

18-26 min | Play four rounds

Model the deliberately wrong day once. Learners change just one fact per turn and check the correction together. They can use notes and look at the posters. This is a meaning game, not a memory test.

26-35 min | Send a useful message

Task 5: hear each learner's invitation and explanation before offering a model. The partner asks about a missing detail. Give one useful correction, then repeat with a different event or friend.

35-45 min | Follow their interests

Use a few questions or let learners invent and advertise an event. Partners choose which event to attend and ask about its arrangements. Do not work through all twelve questions as a checklist.

Online: Screen-share the posters; learners privately choose a letter for the game. **One to one:** Take turns with the teacher. **Support:** Allow three keyword notes and a spoken rehearsal. **Stretch:** Add a new listener with a different budget or schedule.

Quick check: Can the listener tell what, when and where? Is the practical advice accurate? Did the learner explain the idea naturally? Layout and answers checked; classroom trial still needed.

Answers and examples

Share examples after learners have had their own attempt.

Page 1 | Max and the sign

Max wants to sing, but the sign asks people not to. His last line jokes about the quality of his singing. Whether learners would go is open. A possible paraphrase is **You can dance as much as you want**. Having to dance all night adds an obligation that the sign does not give.

Page 2 | Recommendations

Sam: A, Terrible Portraits. Saturday morning and free; book at the library desk. Pens and paper are supplied.

Jo: C, Pet Rock Picnic. Outside, with lunch to bring; also bring a stone. It is cancelled if it rains.

Ali: D, Backwards Quiz. Inventing questions fits the interest; Sunday and a partner fit too. Book at the library desk. It costs £2 each.

Pages 2-3 | Facts to check in the game

A: Saturday, 11 am-12 noon, Green Lane Library, free; draw a partner; pens/paper supplied; book at the desk.

B: Saturday, 7-8 pm, Riverside Hall, £3; headphones supplied; no singing; no booking; pay at the door.

C: Sunday, 1-2 pm, Maple Park, free; bring a stone and lunch; name the stone; no booking; cancelled if it rains.

D: Sunday, 4-5 pm, Green Lane Library, £2 per person; invent questions from supplied answers; bring a partner; book at the desk.

Page 3 | One possible pair of messages

Invitation: Fancy drawing some wonderfully bad pictures with me? There is a free session at Green Lane Library on Saturday from eleven until twelve.

Practical explanation: The poster says we need to reserve our places at the library desk. They provide the drawing materials, so we do not need to take any.

Possible follow-up: Do we have to be good at drawing? No: the poster welcomes terrible portraits.

Keep the feedback light

Accept different natural wording. Names, times and useful fixed phrases can stay the same. A spoken summary need not list every detail; the invitation and practical explanation together should let the friend make a plan. Do not award game points for an inaccurate correction. The conversation questions have no fixed answers.

Homework: Check that the poster supplies its event, time, place, cost and what to bring, and that the invitation matches. For shared classroom notices, naming the poster is enough; academic writing requires separate teaching of source acknowledgement.