Five-minute fillers and coolers

Making and changing plans

A2–B1 • 30 minutes • Pairs or one-to-one

Outcome Learners can make a suggestion, give a reason and agree an alternative.

Set-up Display page 2 or copy its prompts to the board. Keep the language bank visible. Each game and the cooler can also stand alone.

At a glance

0–5 min MODEL

Set the scene

Ask what makes a good class get-together. Model *How about meeting at the café?* and *That works for me.* Have learners suggest one place and give a reason.

5–10 min GAME 1

Odd one out • Task 1

Pairs pick a venue and give a reason. Award one point for any reason that fits. Challenge them to defend a different answer. **Example** The park is the only outdoor venue.

10–15 min GAME 2

Question ladder • Task 2

A suggests a place. B asks a follow-up. A answers and B reacts. Score one point each for the suggestion, question and completed reply. Swap roles and repeat with a new venue.

15–25 min PAIR TASK

Agree a plan, then change it • Task 3

4 min Agree a place, time and activity. **4 min** Announce *Your first choice is unavailable.* Pairs agree a new plan. **2 min** Hear two plans and model one useful phrase.

25–30 min COOLER

Keep one phrase • Task 4

Give one quiet minute to choose and reuse a phrase. Partners read out their sentences. Hear one example and ask when learners could use the phrase outside class.

Adapt and check

A2 Offer two venues and keep the sentence starters visible. **B1** Ask for a polite objection with a reason. **One-to-one** Take the partner role and swap each round.

Listen for one clear suggestion and one agreed alternative. Revisit the missing move next time.

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Language bank

Suggest	Respond	Change the plan
How about meeting at …?	That works for me.	What if we … instead?
We could go to …	I'd prefer … because …	Shall we agree on …?

1 Play odd one out

Choose a place that is different. Explain why, then see if you can defend a second answer.

Park
Outdoors
Free

Café
Indoors
Food and drinks

Library meeting room
Indoors
Free

2 Climb the question ladder

A Suggest a place. **B** Ask one question. **A** Answer. **B** React.
Swap roles and try a different place.

Example *How about the park? / What if it rains? / The café, then? / That works.*

3 Agree a plan, then change it

Plan a 30-minute class get-together. Agree on a place, a time and one thing to do. When your teacher announces a change, agree an alternative.

Our first plan

Our new plan

4 Keep one phrase

Choose a phrase from the language bank. Use it in a new sentence about a real plan. Say it to your partner.

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