



1. **Prediction:** Tell the students the topic of the programme (disagreeing, asking for directions etc.). Get them to write down some words and phrases they use to perform this function (you can do this as a class and write the words and phrases on the board. Play the programme and see which of the words and phrases were mentioned.
2. **Test-teach-test:** students do the practice activity before they listen. Then check their answers by listening to the programme; they can repeat the practice activity after listening, if necessary.
3. **Gapped tables:** copy the table of functional language and blank out some key words. Students can fill in the blanks before, during or after listening.
4. **Gapped script:** blank out some key words and phrases from the programme script. Students can fill in the blanks before, during or after listening.
5. **Dos and Don'ts:** Students listen to a programme and make a list of 'Dos' and 'Don'ts' for using the functional language featured in the programme.
6. **Quiz writing:** Students listen to the programme and do the practice activity. They then work in pairs to create a practice activity of their own, which they can give to another pair to complete.
7. **Follow-up roleplay:** after listening, students think of a situation in which the functional language featured in the programme would be useful. They then work in pairs or small groups to write a dialogue using the target language where appropriate. When they are ready, they can act out their dialogue for the class, who can listen and note the functional language.

Have you used any of these activities? How did they go? Please let us know any ideas you have for more ways to use *How to...* programmes in the classroom – we'd love to publish them on our website.