## Fluency Time!

## **Everyday English**

1 Listen and read. 🚳 84









We use these phrases for solving problems.

What shall we do?

What can we do?

What do you think we should do?

I know! We could try ringing Mum and Dad.

I think we should run!

That won't work! / That's a good idea! / I'm not so sure.

Listening Listen to the conversations and write the solutions. 

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Problem: No sun cream

Suggestion: I think we should get out of the sun.

Problem: No bus fare Suggestion: You could tru

Problem: Lost in the countryside

Suggestion:

Problem: No phone signal Suggestion:

Speaking Ask and answer. Use the prompts or your own answers.

school's closed / everyone's gone home / gates are locked

I need to phone my dad, but I've lost my mobile! What shall I do?

I know! We could try

look for it / use school phone / borrow friend's phone

That's a good idea! / That won't work.

> missed the last bus. What can I do?

That's a good idea! That won't work.

I think you should

phone parents / go friend's house / catch train

no trains / live too far away / not at home



- 1 Look at the story again. Act.
- 2 Make a survival game.
  - Look at the problems on the game.
    Write the problems in the spaces.
    Think of five more.
  - Draw and write the new problems in the spaces.



Play the game: spin the spinner, move your counter.

If you land on a problem, say what you should do.

I think we should run away!

We could try giving it our sandwiches!

3 Speaking Play the game with a partner. Ask and answer.



4 Speaking Tell the class about your project.

What problems did you have?

What did your partner suggest?

Did you agree?

This is my game. The first problem was meeting a hungry hippo. Maria suggested running away, but I thought ...