

7D Future tenses – How might things change?

Aim

to practise speculating about the future using expressions and future forms from the unit

Activity type

a card prompt speaking activity

Classroom dynamics

pairwork

Time taken

10 minutes

Preparation

You will need one copy of the activity sheet per pair, cut up into two sets of cards (grey and white).

Procedure

- 1 Divide the class into pairs. Give each pair a set of cards placed face down in two piles on the desk: one set of grey cards (the topics) and one set of white cards (the expressions).
- 2 Write *How might things change?* on the board and explain that in this activity students are going to talk about the future. Elicit some initial ideas at this stage if you think it is helpful.
- 3 Student A begins by taking a card from each pile and placing both face up on the desk so that Student B can also read them. Student A has 10 seconds to prepare, and then must speak for at least 30 seconds about the topic on the grey card, using the expression on the white card. Student B listens, checking that Student A is on topic and that the expression is used correctly. Student B can also ask Student A to explain or expand on certain points.
- 4 Students swap roles and repeat step 3, taking turns to take cards and use the expressions until the cards are all used, or as time allows.
- 5 If you have time at the end, conduct whole-class feedback and ask about any interesting ideas students had.

Adaptation and extension

Fast finishers can complete the sentence *By the time I'm fifty ...* They write down their ideas first, then exchange and discuss them with another student.

FORMULA C1
ADVANCED

Grammar

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|--|---------------------------------|
| By the middle of this century, | the entertainment industry |
| In ten years, we | the radio |
| By 2030, | the internet |
| By the time we reach 2070 | technology |
| It's possible that when this century ends, | robots |
| is/are on the verge of | artificial intelligence |
| is/are due to | video games |
| is/are set to | real life vs. the virtual world |
| is/are just at the point of | the news |

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