

# FREE TIME ACTIVITIES



CODE 182

Fertigkeit	An Gesprächen teilnehmen
Relevante(r) Deskriptor(en)	<b>Deskriptor 3:</b> Kann in einem Gespräch (z.B. Gruppengespräch in der Klasse) Zustimmung äußern bzw. widersprechen und andere Vorschläge machen. (A2+)
Themenbereich(e)	Körper und Gesundheit
Zeitbedarf	7 Minuten 1 Min. <i>interlocutor</i> 3 Min. Vorbereitung 3 Min. Sprechzeit (1,5 Min. pro Schülerin/Schüler)
Material- und Medienbedarf	<i>Prompt cards</i> Schreibmaterial
Besondere Bemerkungen, Hinweise zur Durchführung	---
Quelle	---

**UNTERLAGE FÜR DIE LEHRKRAFT**

INTERLOCUTOR:

- 🗨️ **[NAME A]**, imagine you ring up your friend and tell her/him that you want to spend Sunday afternoon with her/him. Find out what she/he wants to do and tell her/him what you want to do.  
Try to convince her/him to do what YOU want.  
You'll find arguments on your prompt card.

**[NAME B]**, imagine your friend rings you up and wants to spend Sunday afternoon together with you.  
Try to convince her/him to do what YOU want.  
You'll find arguments on your prompt card.

Hand out prompt cards.

- 🗨️ **You've got 3 minutes to study your prompt cards. Write down your arguments, if you want. Then discuss the problem in about 3 minutes.**

🕒 After 3 minutes:

- 🗨️ **[NAME A]**, please start the conversation.  
**Both of you should talk as much as possible.**



## FREE TIME ACTIVITIES

### PROMPT CARD A

You ring your friend and ask her/him to spend Sunday afternoon with you.

#### **You want to do an outdoor sport!**

Find out what your friend wants to do and tell her/him what you want to do.  
Try to convince<sup>1</sup> her/him to do what YOU want.

Your arguments:

- get some movement
- healthy
- fresh air
- meet friends
- lovely weather

**You have got 3 minutes to prepare and make notes:**

#### **Vocabulary:**

1 - to convince – *überzeugen*



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### PROMPT CARD B

Your friend rings you up and asks you to spend Sunday afternoon with her/him.

#### **You want to play computer games!**

Find out what your friend wants to do and tell her/him what you want to do.

Try to convince<sup>1</sup> her/him to do what YOU want.

Your arguments:

- try out new games
- haven't played for ages
- want to reach a new level
- parents not at home – play as long as you want to
- great fun

**You have got 3 minutes to prepare and make notes:**

#### **Vocabulary:**

1 - to convince – *überzeugen*