

7B Mystery tour

Activity type: Reading – Active directions game – Whole class

Aim: To follow random directions

Language: Language of directions – Use any time after 7.2.

Preparation: Cut up the direction cards on the worksheet and put them in a bag or box.

Time: 30–45 minutes

- 1 Take the group to the door of the school. One learner tosses a coin to decide whether to go left or right to begin with (heads: left, tails: right). Walk until you reach a junction.
- 2 Invite a learner to draw a direction card from the bag/box. Learners follow the direction until it has been completed or a junction is reached. (The latter would apply to a direction such as: *Go straight on.*) At this point, invite a different learner to draw another card. (Note: When a direction card says *Turn/Go right/left*, it should be understood that the turn needs to be made at the next opportunity.)
- 3 Continue until all directions have been used up.

Alternative

If leaving the classroom is not possible, divide learners into groups. Give each group a map of the local area. Learners draw direction cards and follow them on the map (as if they were walking). The same principles as above apply. Groups feed back on their final destination but note that some directions, for example, *Turn left when you see a red car*, will not be possible.

Extension

Learners write more direct directions to their final destination, or a reaction to / description of where their walk ended.

7B Mystery tour

Go straight ahead.	Go past (at least) three buildings.	Toss the coin again – heads: go left, tails: go right.
Turn left.	Turn right when you see a red car.	Turn right.
Take the second right.	Go left.	Turn left.
Go straight on.	Go straight on.	Turn right.
Turn right.	Go right.	Go straight ahead.
Go left at the next junction.	Cross the road.	Turn right.
Go straight on.	Turn left when you see a blue car.	Turn left.
Turn round and go back.	Go straight on for three minutes.	Go straight ahead.
Turn right.	Go left at the next traffic lights.	Go straight on.
Go towards the town centre.	The youngest person chooses which way to go.	Take the third left.