

ROLE PLAY: ASKING FOR DIRECTIONS

A2-B1 | Teens / Adults | Speaking + Functional Language | 35-45 minutes

1. USEFUL PHRASES

Visitor

Excuse me, how do I get to ...?
Is it far from here?
Can I walk there?
Should I turn left or right?
Is there another way?
Could you say that again?
Thank you for your help.

Local person

Go straight ahead.
Take the second street on the left.
It's next to ...
It's opposite ...
It takes about ten minutes.
The entrance is on ...
Let me show you on the map.

2. MODEL CONVERSATIONS

A. FINDING THE STATION

Visitor: Excuse me, **how do I get to** the station? My phone battery's empty.

Local: **Go straight ahead** to the traffic lights, then turn right.

Visitor: **Is it far from here?** I've got a suitcase with me.

Local: About ten minutes on foot. The road is flat, so the suitcase should be easy to pull.

Visitor: At the lights, do I cross the road before turning?

Local: Yes. Cross there, then **take the second street on the left**.

Visitor: Is there a sign for the station?

Local: There is. **It's opposite** the supermarket, with a clock above the entrance.

Visitor: Good. Are there steps at that entrance?

Local: No. That's the main entrance, and there's a ramp beside the door.

Visitor: Right at the lights, then second left. **Thank you for your help.**

Local: You're welcome. The supermarket's a useful landmark if you lose your way.

B. A CLOSED FOOTPATH

Visitor: Could you tell me how to get to the museum? The path through the park is closed.

Local: Yes, they're repairing it. You'll need to go around the park instead.

Visitor: **Can I walk there**, or should I take a bus?

Local: You can walk. **It takes about ten minutes** longer than the park route.

Visitor: That's fine. Which way do I go from here?

Local: Turn left at the bakery and follow the road beside the park wall.

Visitor: Sorry, **could you say that again?** Left at the bank?

Local: The bakery, with the red sign. **Let me show you on the map.**

Visitor: Oh, I see. Does the road take me straight to the museum?

Local: Almost. At the end, turn right. **It's next to** the library.

Visitor: Thanks. I'll keep the map open and follow that route.

Local: Good idea. Don't follow the signs into the park until the path reopens.

Notice how the speakers give details, ask follow-up questions and respond to each other.

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3. ROLE-PLAY CARDS

Work in pairs. Read only your own role. Decide what to say; don't write a full script. Find a solution, then swap roles and change one detail.

ROLE PLAY 1: FINDING A PHARMACY

Student A - Visitor

You need a pharmacy and have twenty minutes before meeting a friend. Ask about the nearest one and how long the walk takes. You find long directions difficult, so check any detail you're unsure about.

Student B - Local person

The nearest pharmacy is five minutes away: straight ahead, beside the bank. It closes in ten minutes. Another stays open later and is fifteen minutes away: straight to the lights, right, then beside the supermarket. Help the visitor choose.

ROLE PLAY 2: FINDING A BUS STOP

Student A - Visitor

You want a bus to the city centre. You're standing on the wrong side of the road and don't know the bus number. Ask where to wait and how to recognise the correct stop.

Student B - Local person

Bus 12 goes to the city centre from the stop opposite the library. The stop beside you serves buses going out of town. Explain where to cross safely at the lights, give a landmark and check the visitor understands.

ROLE PLAY 3: FINDING A HOTEL

Student A - Visitor

You have a reservation at the Park Hotel. You're outside the library with a heavy suitcase. Ask for a route without stairs. Check whether you should turn left or right at the final junction.

Student B - Local person

There are two routes: a five-minute footbridge route with stairs, and a ten-minute street route without stairs. Ask what the visitor needs. Explain the street route: right at the bank, straight ahead, then left opposite the park.

After each role play: Say what you agreed and which phrase helped. Repeat with one new detail.

Teacher note: Prepare for 2-3 minutes and speak for 3-4 minutes. Encourage follow-up questions, not memorised scripts. Prices, times and service rules in this lesson are fictional.