

ROLE PLAY: ASKING FOR DIRECTIONS

B1-B2 | Teens / Adults | Speaking + Functional Language | 45-55 minutes

1. USEFUL PHRASES

Visitor

Could you point me in the right direction?
Is there a quicker way to get there?
Would that route involve any steps?
I'm not sure which entrance you mean.
Have I gone past it?
Could you show me on the map?
So I turn left after ..., right?
Thanks, that clears it up.

Local resident

You're heading in the opposite direction.
The usual route is closed.
Your best option is ...
Look out for ...
You'll see it on your right.
The entrance is around the corner.
Let me show you where we are.
Allow about ... minutes.

2. MODEL CONVERSATIONS

A. GETTING TO AN INTERVIEW

Visitor: Excuse me. **Could you point me in the right direction?** I'm looking for West House.

Local: The office building? It's usually through the square, but **the usual route is closed** today.

Visitor: Oh, I have an interview in twenty minutes. **Is there a quicker way to get there?**

Local: The footbridge takes about ten minutes. Going around by the shops takes fifteen.

Visitor: I'm carrying a heavy case. **Would that route involve any steps?**

Local: The bridge has stairs at both ends. **Your best option is** the street route, then.

Visitor: Could you show me where that starts? I can't see the square on this map.

Local: Yes. **Let me show you where we are.** Follow this street to the bakery, then turn right.

Visitor: So I turn right at the bakery and keep going to West House?

Local: Yes. **Look out for** the green sign. The reception entrance is on the side street.

Visitor: That's useful. I'll phone ahead if it looks as though I'm going to be late.

Local: Good idea. The side entrance is clearly marked once you're beside the building.

B. THE WRONG ENTRANCE

Visitor: Sorry to bother you. My map says the gallery's here, but all I can see is a loading door.

Local: You've found the right building. **The entrance is around the corner**, on Mill Street.

Visitor: I walked along Mill Street earlier. **Have I gone past it?**

Local: Possibly. It's beside the bookshop, not the large glass doors further down.

Visitor: Ah, I assumed those were the gallery entrance. Do I need to go back towards the bridge?

Local: No, **you're heading in the opposite direction** if you go that way.

Visitor: **Could you show me on the map?** I've turned myself around.

Local: Of course. You're here. Go left at this corner and **you'll see it on your right**.

Visitor: And the bookshop will be on the same side?

Local: Exactly. There's a small gallery sign above the doorway, so it's easy to miss.

Visitor: **Thanks, that clears it up.** I'll look for the bookshop first.

Local: You're welcome. The gallery door is immediately beside it.

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: A STEP-FREE ROUTE

Student A - Visitor

You're taking your father to a museum; he uses a wheelchair. The shortest route on your map goes over a footbridge. Ask about a step-free alternative, the walking time and the correct entrance. Check the final turn carefully.

Student B - Local resident

The bridge has steps. A street route takes fifteen minutes: past the bank, left at the lights, then right beside the library. The side entrance has a ramp. Explain the route and landmarks, and ask whether the visitor would like you to mark a map.

ROLE PLAY 2: BEFORE AN APPOINTMENT

Student A - Visitor

You're outside the library and need to reach the council office in twenty minutes. Your map shows a route through a closed square. Ask whether to walk or take a bus. You want a reliable arrival estimate, not just the shortest distance.

Student B - Local resident

Walking around the square takes twelve minutes. The bus ride takes five, but the next bus isn't due for fifteen. Explain the trade-off and give the walking route: right at the cafe, straight past the school, then left at the park.

ROLE PLAY 3: TWO HOTELS WITH SIMILAR NAMES

Student A - Visitor

You're looking for the Riverside Hotel and have reached the River Hotel. You have a heavy suitcase and no phone battery. Ask how to find the correct hotel, check landmarks and repeat the route to make sure you've understood.

Student B - Local resident

The Riverside Hotel is a ten-minute walk away, near the station. Explain: straight to the lights, cross there, then left beside the station. The visitor seems confused about the names; clarify the destination before giving directions. Offer to mark a paper map.

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.