

## **ENGLISH**

**Chapter 18 Session A** 





**CRIME AND CONSEQUENCES** 



#### **HELICOMOTIVATION!**



### Talking about problems and solutions

1 Watch the video. What is Sam and Bea's plan of action? Call Bea's mom; report the theft to the police.





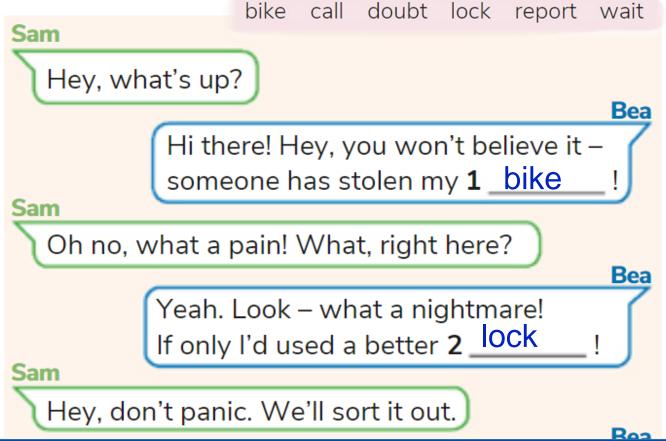
bike call doubt lock report Sam Hey, what's up? Bea Hi there! Hey, you won't believe it someone has stolen my 1 Sam Oh no, what a pain! What, right here? Bea Yeah. Look – what a nightmare! If only I'd used a better 2 Sam Hey, don't panic. We'll sort it out.

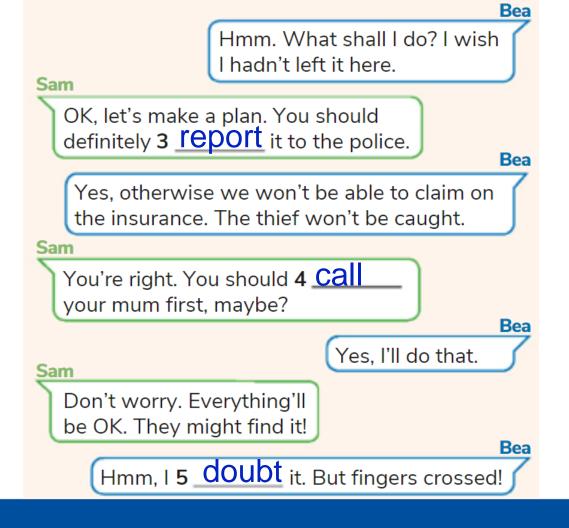
Res

words.

## Talking about problems and solutions

words.





#### **SKILLS BOOST**

#### THINK

Think of a problem for your dialogue. Make notes about your plan of action.

#### **PREPARE**

Prepare your dialogue. Remember to use the Key phrases for talking about problems and solutions.

#### **PRACTICE**

Practice your dialogue. Make sure you use the appropriate tone of voice.

#### **PERFORM**

Act out your dialogue for the class.

## Peer review Listen to your classmates. Answer the questions.

- **1** What is the dialogue about?
- **2** Which Key phrases do they use?
- **3** Do they use the correct tone of voice?

# NOW... LET'S PRACTICE PRONUNCIATION!







## Intonation in conditional sentences

- attention to the intonation.
  - 1 If you're guilty, you'll have to pay a fine.2 If I witnessed a crime, I'd call the police.







**Page 129** 

**ENGLISH** 

**2 1** 76 Lis intonatio

1 I would

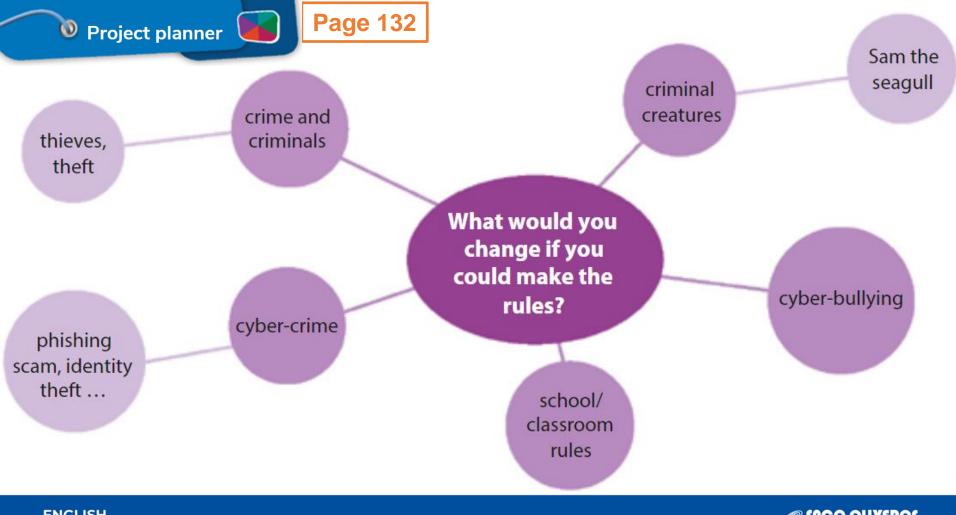
2 Unless secure

**3** Many scienti



1e bold? rere you. count isn't

Ived if



#### How to make new rules and consequences

- Brainstorm all the current rules, and then assess them with your group.
- Change any of the rules if your group agrees.
- Discuss the possible consequences and make sure that they are easy to enforce.
- Consider including steps in the consequences: for example, a first warning before the final consequence.
- Consider including positive rewards to motivate people to do the right thing.
- Rewrite the rules you want to be different. Check they are clear and easy to follow.

