

## A day out in the city

### Level

ESOL Level 1 and Entry Level 3

### Aims

- Finding the location of places in a city
- Talking about directions and planning routes

### Situation

You and some friends are going out in Sheffield. You are going to meet your friends at the bus station in the city centre. One of your friends wants to buy some shoes and you want to buy a dictionary. After this shopping trip, you are going to go to an Indian restaurant for dinner, then to the cinema. At the end of the day you are going to take your friends back to the bus station.

### Tasks

1. You are going to use the Web to research a route between these places.
2. You are going to compare routes to see who has the shortest and quickest.

### Task 1 – the research

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These websites will help you find information about places in Sheffield and to plan your route:

Yellow Pages <http://www.yell.com>

Google maps <http://maps.google.co.uk>

#### Step 1: finding the bus stop and supermarket

- In order to do the research you need to have two browser windows open. Open Yell.com in one window and Google UK Maps in another.
- In Google Maps enter the postcode (see table below) for the bus station in the search box and click on *Search Maps*. The website will show you a map of Sheffield city centre with the location of the bus station marked with a green arrow.
- Now go to the window with Yell.com. Enter shoe shop in the *Search for* box and S1 (the postcode for central Sheffield) in the *Located in* box, then click on the *Search* button. Choose a shoe shop from the list and make a note of the postcode. Now go back to the window with the Google map of Sheffield. In the white address bubble above the green arrow, click on *From here* and enter the postcode of the shoe shop in the box and click on *Go*. The map will up-date and show the location of the shop and the suggested route from the bus station. On the left of the screen will be the directions including the distance in miles and the journey time in minutes. If you think the shoe shop is too far away from the bus station, click on the *Back* button of your browser then try the postcode of another from the Yell list. Once you are happy with your choice of shop, add the name, address, distance and journey time to the table.

## Step 2: finding the shops and restaurant

- Now go back to Yell and search for a bookshop. Again, choose a shop from the list and make a note of the postcode. Return to your Google map of Sheffield and scroll to the bottom of the directions on the left of the screen. Click on *Add destination*, enter the postcode of the bookshop in the box and click on the *Add destination* button. This will add another set of directions to the list and another route to the map. If you change your mind use the *back* button and try another bookshop, otherwise add the name, address, distance and journey time to the table.
- Repeat this procedure for the Indian restaurant and cinema. After the cinema, put the postcode of the bus station in the *Add destination* search box to complete the journey.
- Scroll to the top of the directions list to find the total distance and time.
- To print your map and directions, click on the *Print* symbol above the map on the right-side of the page.

Fill in the table below with the information from your Web research.

Place	Name	Address	Distance from previous place	Journey time
Bus station	Sheffield Interchange	Pond Hill S1 2BG		
Shoe shop				
Book shop				
Indian restaurant				
Cinema				
Bus station	Sheffield Interchange	Pond Hill S1 2BG		
	Totals			

## Task 2 – discussion

Compare your route with another person. Which is the shortest and which is the quickest?

Shortest route	Miles or kilometres (miles x 1.6)
Quickest route	Minutes

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### Teacher's notes

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#### Preparation

Before you use this lesson plan:

- Make one copy of each worksheet per student.
- Visit the websites and familiarise yourself with the procedure.
- If you prefer to use a different town/city to Sheffield, decide on this before the start of the lesson and find the address of the bus station.

#### Warmers

*First (10–15 minutes)*

Ask the learners whether they ever have a day out in a city, at the weekend for example. Ask which city or cities they like to visit. Is it the nearest one to where they live or do they travel to meet friends and family who live in other cities? What kind of activities do they like to do during these days out? Brainstorm as many as possible and write them on the board. The learners can then vote for which is their favourite. If there is time, move on to the second warmer.

*Second (5 minutes)*

Ask the learners to think of all the different ways of finding your way around an unfamiliar city or town. Here are some possible answers: Sat Nav, GPS, maps on paper or in books, maps from the Web, exploring, asking for directions.

#### Set the scene

*(5 minutes)*

Ask the students to read the situation. Explain there is an element of competition to see which group can find the shortest route and which can find the quickest route, i.e. the one with the shortest journey times, not including time spent in the shops and eating.

#### Explain the tasks

*(10 minutes)*

1. Give an example from the steps described in *Task 1*. Make it clear that the research task requires two browser windows open at the same time. If you have access to a data projector and computer, these can be used here.
2. Divide the group into small groups or pairs.
3. The students work in their groups and use the website to research and collect information and fill in the tables. If a printer is available, they should print the final route from Google maps.
4. The students compare the routes they have prepared.

#### Do the tasks

*Research (20 minutes)*

- If computers are available, allocate one to each small group or pair and let the students do their research.
- If computers are not available, set the research as homework to be performed at home or during free time at work. Emphasise to the students that they do not need to spend more than about 20 – 30 minutes collecting information.

*Comparison (10–15 minutes)*

Break up the research groups and create new groups so that learners can compare their routes with each other and determine which group has created the quickest, and which the shortest.

*Extension (10 minutes)*

Divide the group into pairs. Give each learner a marked map of Sheffield. One member of each pair has to give the other directions based on their route. When they have completed this successfully, they swap roles and repeat the activity. In smaller groups, one learner can give directions for the entire group to follow.