## Culture and Lifestyle – Transportation

Subject/Topic	Directions 1 Activity Sheet		
General Description	This activity sheet is designed to help learners with understanding how to give and receive instructions.		
Objectives of lesson	At the end of this lesson learners will have an understanding of how to ask for directions and how to provide directions when asked.		
Timing	45 minutes to 1 hour		
Resources	Activity sheet, pen or pencil		
Comments, notes, instructions	<ol> <li>Provide the learner with a copy of the activity sheet.</li> <li>Explain to the learner that using the directions listed along with the map that will need to figure out the destinations.</li> <li>Suggested supplemental activity         <ul> <li>Locate maps of local neighbourhoods on-line and help the learner find the same destinations closest to them.</li> </ul> </li> </ol>		

## Answer Key

- 1. Post office
- 2. Parking lot
- 3. Park
- 4. Library
- 5. Hotel
- 6. Bus station
- 7. Cinema
- 8. School
- 9. Bank
- 10. Cafe



## **Directions 1 Activity Sheet**

	How do I get to the	
1.	Walk along Pine Street. Take the first turn on the right. Go straight. It between the hospital and the restaurant.	t is on your left
2.	How do I get to the Walk along Ash Boulevard. Turn left on Laurel Road and go straight u Turn left on Oak Street. It is between the amusement park and the contract of	
3.	How do I get to the Walk along Pine Street. Turn left on Maple Avenue. It is across the str	eet from the gas
4.	How do I get to the Go down Pine Street. It is at the corner of Pine Street and Maple Aven the hospital.	iue across from
5.	How do I get to the	right beside the
6.	How do I get to the	
7.	How do I get to the	across from the
8.	How do I get to the Walk straight down Pine street until the end. It is on your right.	
9.	How do I get to theGo down Ash Boulevard and turn left. It is across from the bus station	and beside the
٥.	How do I get to the Go down Pine Street. Turn right on Maple Avenue. It is just past the P	et Store.



## **Directions 1 Activity Sheet**

