A LUCKY GUY

ANA BELEN PONCE ESCOBEDO & CAMILA PONCE LAZO

AREQUIPA

DO YOU WANT A COFFEE?

A JACKET?
Derek wishes to travel to the USA to seek an opportunity to improve his life. But he doesn’t know the English language. So when the assistant says:

**SIR, I CAN HELP YOU WITH YOUR LUGGAGE.**

In the street, a young person greets him by taking off his hat. But Derek thinks he is begging for a coin.

**A COIN?**

Good morning. How do you do?

**HEY, DO YOU WANT TO WORK FOR ME?**

If you don’t know English, you lose many opportunities.

At night a lady asks him if he wants coffee, but he thinks she is cold and offers his jacket to her.

Derek buys a lottery ticket to try his luck, but he doesn’t understand the announcer when she calls the winning numbers.

Eating a sandwich while walking, a gentleman asks Derek to work for him, but he doesn’t understand.
UNDERSTANDING THE STORY

WHAT IS THE MAIN IDEA OF THIS STORY?
A. DEREK IS STUPID TO LEAVE HOME.
B. DEREK'S PROBLEMS COME FROM NOT KNOWING ENGLISH.
C. DEREK IS A SMART BOY.

VOCABULARY

USE THESE EXPRESSIONS IN A SENTENCE.
1. ... IMPROVE HIS LIFE...
2. ... ASKED HIM...
3. SHE OFFERED HIM...
4. HE THOUGHT SHE WAS...
5. IF YOU DON'T KNOW ENGLISH...

GRAMMAR

CHANGE THE ADJECTIVES IN BOLD TO THE COMPARATIVE. EXAMPLE: HE IS SMART. HE IS SMARTER THAN I AM. (REMEMBER: IF THE ADJECTIVE IS MORE THAN TWO SYLLABLES, YOU USE "MORE" TO FORM THE COMPARATIVE. HE IS "MORE CREATIVE" NOW.)

1. HIS LUGGAGE IS HEAVY.
2. THE GIRL WAS FRIENDLY.
3. DEREK WAS UNLUCKY.
4. THE BUSINESSMAN WAS GENEROUS.
5. HE THOUGHT THE GIRL WAS COLD.
6. WAS DEREK STUPID?

NOW YOU TALK

1. USE THE SENTENCES IN THE GRAMMAR SECTION TO TALK.
2. TALK ABOUT SURVIVING WITHOUT KNOWING THE LANGUAGE.

ROLE PLAY

BREAK INTO PAIRS OR SMALL GROUPS. PICK ROLES. PLAN BY THINKING ABOUT WHAT WORDS AND EXPRESSIONS YOU WILL NEED. ASK THE TEACHER OR A CLASSMATE FOR HELP. WHEN READY, DECIDE WHO SPEAKS FIRST.

(AFTER DEREK HAS LEARNED ENGLISH)

1. DEREK, THE BAGGAGE PERSON: THEY TALK TO EACH OTHER.
2. DEREK, THE GIRL IN THE COFFEE SHOP: SHE WANTS TO TALK.
3. DEREK, THE LOTTERY LADY: THEY DISCUSS WHAT HE WILL DO WITH THE MONEY.
4. DEREK, HIS NEW BOSS: THEY TALK ABOUT HIS WORK.

NOW YOU CREATE

1. WRITE A DIARY ENTRY ABOUT A MISHAP AS IF YOU ARE DEREK.
2. CREATE A CHANT OR A SHORT SONG ABOUT DEREK'S PROBLEMS.