

会话练习2

Pam Tiberia Janet Battiste Michael Berman Linda Butler

MELENGISH





全新版新世纪走遍美国

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To the Teacher

The primary goal of each *Conversation Book* is to help students develop oral communication skills using the themes found in *Connect with English* as a springboard for classroom discussion. This introduction and the following Visual Tour provide important information on how each *Conversation Book* and the corresponding video episodes can be successfully combined to teach English as a second or foreign language.

LANGUAGE SKILLS:

Each Conversation Book has 12 chapters which contain a variety of pair, group, team, and whole-class activities that are based on important issues and ideas from the corresponding video episodes.

The activity types vary with each chapter but generally include an assortment of role-plays, discussions, opinion surveys, games, interviews, and questionnaires. In each chapter, a special two-page section is devoted to longer games, information gaps, and songs from the *Connect with English* soundtrack. Students also have the opportunity to work on special project pages found in appendices in the back of the book. These projects provide students with the opportunity to explore key themes outside of the classroom.

THEMATIC ORGANIZATION:

Events and issues that are familiar and important to all ESL/EFL learners have been purposely included in the *Connect with English* story. These topics were carefully chosen for their relevant cultural content, and they provide a rich context for the communicative activities found in the *Conversation Books*. As students watch the video story and become familiar with the events and characters, the *Conversation Books* provide a framework within which students can freely discuss the ideas presented in each episode. Throughout *Conversation Books 1-4*, students are given the opportunity to explore such varied themes as the following:

- Pursuing Your Dream
- Making Future Plans
- · Looking for a Job
- Making New Friends
- Money vs. Love
- Having Fun
- Apologizing
- Making a Difficult Decision
- Gossip
- Divorce and Remarriage
- Regrets
- Anger

- Making Compromises
- Spending Money
- Adulthood
- Best Friends
- Managing Priorities
- Parenting
- Helping Others
- The Death of a Loved One
- Dedication
- Moving
- Holidays
- Life Lessons

PROFICIENCY LEVEL:

The activities found in each *Conversation Book* are designed for use with high-beginning to intermediate students. Special icons are used to identify the difficulty level of each activity in the book. These icons help teachers tailor the activities for the needs of students at different levels of language proficiency.

- **\$**
- Arrows pointing up indicate that the difficulty of an activity can be increased.
- **\$**
- Arrows pointing down indicate that an activity can be simplified.
- **♦**
- Arrows pointing in both directions indicate that the difficulty level of the activity can be either increased or decreased.

Detailed teaching suggestions on modifying each activity are found in the accompanying Instructor's Manual.

OPTIONS FOR USE:

The Conversation Books are specifically designed for classroom use. While it is assumed that students have watched the corresponding video episode at least once before attempting the activities in the book, it is not necessary to have classroom access to a TV or VCR. Teachers may choose to show the video during class time, or they can assign students to watch the video episodes prior to class, either in a library, language lab, or at home. Class time can then be used for completion of the activities found in the Conversation Book.

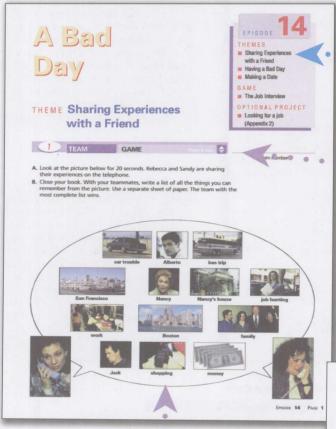
Each Conversation Book can be used as the sole text in any course that emphasizes oral communication skills. Teachers also have the option of combining the Conversation Books with other corresponding texts in the Connect with English print package:

- Video Comprehension Books 1-4 contain a variety of comprehension activities that enhance and solidify students' understanding of main events in the video story.
- Grammar Guides 1-4 provide multilevel practice in grammar structures and vocabulary items derived from the Connect with English video episodes.
- Connections Readers (16 titles) offer students graded reading practice based on the Connect with English story.
- Video Scripts 1-4 include the exact dialogue from each of the video episodes and can be used in a variety of ways in conjunction with any of the other texts in the Connect with English program.

For additional information on these and other materials in the *Connect with English* program, please refer to the inside back cover of this book.

A VISUAL TOUR OF THIS TEXT

This visual tour is designed to introduce the key features of *Conversation Book 2*. The primary focus of each *Conversation Book* is to help students develop oral communication skills within the context of the *Connect with English* story. *Conversation Book 2* corresponds to episodes 13–24 of *Connect with English*, and it presents an assortment of activities dealing with various aspects of communication, including explaining, questioning, interviewing, reporting, paraphrasing, describing, stating feelings/opinions, and more.



An extensive art program consisting of colorful illustrations and photo stills from each episode creates a visually stimulating environment as the basis for many communicative activities.

A regular feature of the *Conversation Books*, **Ways to Say It** activities introduce students to several common expressions used in daily conversation. Special effort has been made to include high-frequency, natural language which reflects the language used in the video episodes and in everyday speech in the United States and Canada.

Themes drawn directly from the video episodes are listed at the start of each chapter. In Episode 14, activities are based on the themes of Sharing

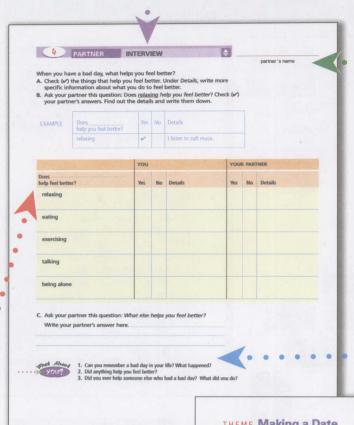
Experiences with a Friend, Having a Bad Day, and Making a Date. A two-page game is devoted to the topic of job interviews, and an optional project encourages students to research different methods of finding a job.

Multilevel Activities

Special icons are used to show the difficulty level of each activity in the book. These icons are designed to help teachers tailor the activities to the needs of a multilevel group of students. An arrow pointing up indicates that the difficulty of an activity can be increased, while an arrow pointing down indicates that an activity can be simplified for lower-level students. Arrows pointing in both directions indicate that the activity can be adjusted in either direction. Detailed teaching suggestions for how to change the level of each activity in *Conversation Book 2* are included in the accompanying Instructor's Manual.



Activity bars identify the start of each numbered activity and indicate whether the activity is designed for pairs, groups, teams, or whole-class participation. Descriptors such as Discussion, Interview, or Role-Play alert teachers to the type of activity that follows.



Spaces that allow students to indicate partner name, group number, and team number make it easier for students and teachers to keep track of student collaborations. Group and team numbers are also useful when different groups are asked to compare and contrast survey or discussion results with one another.

What About You? activities provide open-ended questions that encourage students to express their personal feelings and opinions as they relate to the themes presented in the story. These activities create a springboard for more sophisticated discussions among students who are at higher levels of oral proficiency. What About You? activities can also be used as optional writing assignments.

Variety of Activity Types

Each chapter contains a variety of activity types that feature different student combinations and communicative objectives. For example, Activity 4 features an interview about bad days, Activity 5 asks partners to perform a role-play, and Activity 6 features a group discussion on opinions related to making dates.

THEME Making a Date S PARTNER ROLE-PLAY Work with a partner. Practice making a date with a friend. Call your part on the phone. Act out the conversation. Use the phrases below for help. Then, switch roles. Ways to ask for a date: Are you free tomorrow night/Saturday...? Would you like to have lunch with me! see a movie/come to a party...? That sounds like fun. Yes, I'd like that. I'm sorry, but I can't. I'm afraid I already have plans Ways to reject a date: Ways to end the con Great! Can I pick you up/meet you somewhere...?

OK, then. Maybe another time. Good-bye. GROUP DISCUSSION A. How do you feel about making a date? Read the sentences below and check (v) I agree or I disagree. 1. It's OK for a woman to ask a man for a date A person should call at least a week in advance to make a date. The person who makes the date should have a plan for the date. The person who makes the date should pay for everything. If a person says "no" to your invitation, you shouldn't ask him or her for a date again. It's OK to ask a person on a date, even if he or she already has a boyfriend or girlfriend. It's OK to make a date with someone who is older than you. B. Discuss the answers to these questions with your group. Which statements does everyone agree with? Are there any statements that everyone disagrees with? Are you surprised by any of your group members' ans If so, ask these questions: Why do you think that? or Could you explain that? ODE 14 PAGE 4

Two-Page Activity

Each episode contains an extended theme which is covered in a longer, two-page activity. These themes are developed into games, information gaps, or activities based on songs from the Connect with English soundtrack.

This two-page game, "The Job Interview," is based on Rebecca's job interview experiences in San Francisco. In this game, students are involved in the creation of the game cards. This participation simultaneously increases motivation and reviews important concepts and vocabulary related to the story.

Step-by-step explanations and clear, concise examples provide necessary structure and format as students prepare and create game cards. Game instructions are presented in an organized fashion that takes students through each step of play.

GAME The Job Interview GROUP GAME You're going for a job interview. If you do and say the right things—and you have good luck—you'll get the job! Get Ready to Play Step One Divide into groups of two to four players. Each group of players will need a coin. Step Two Each player will need a piece of paper. Cut (or fold and tear) the paper into six or more pieces. These will be the game cards. Game cards look like this: GO AHEAD I GO BACK 2 GO BACK I GO AHEAD 2

Each player will need to make three GO AHEAD cards and three GO BACK cards. Make them for one or two spaces. You can work alone or with others to think o ideas for the game cards. Here are some examples:

a. How you look	You are well dressed.	Your hair is very messy.
b. How you speak	You speak clearly.	You speak too softly.
c. How you act	You seem serious about the job.	You are chewing bubble gum.
d. Your application or résumé	Your résumé is very neat.	Your application is incomplete.
e. Your experience or references	You have excellent references.	You have no work experience.
Step Three		
	em in a pile face down on the table. T the markers on Appendix 13. Put the	
Play the Game		
■ Decide who will go first. That play that player moves ahead one space	yer tosses the coin. If the coin lands he ce. If the coin lands tails up, that playe	eads up, er moves

Each book contains colorful game

boards that are removable, making

Play the Game

IDecide who will go first. That player tosses the coin. If the coin lands heads up, that player moves ahead one space. If the coin lands tails up, that player moves ahead two spaces.

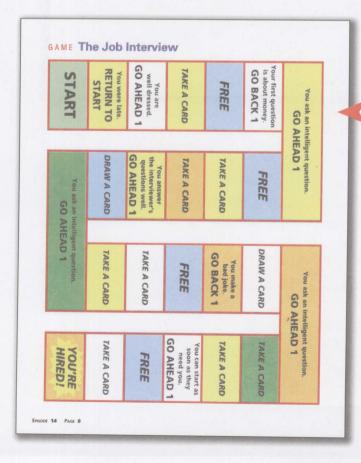
If there is something written on the space where you land, read it aloud. Follow the directions. You might have to move ahead, move back, or draw a card. If you draw a card, read it aloud. Follow the directions on the card. You can draw only one card on each turn.

If the card tells yout so go AHEAD or BACK to a space, move your marker and stay there. Don't follow the directions on that space. Wait for your next turn.

If you land on a FREE space, tay there and wait for your next turn.

The next player tosses the coin, and play continues.

If he first person to reach YOU'RE HIRED! gets the job and wins the game.



them easy for students to use on a desk or tabletop. Game pieces and markers for students to cut out and use are found in Appendix 13 at the back of the book. Cut out die. Fold here and tape together. **Project Page**

Optional project pages correspond to each episode and are found in appendices located at the back of the book. Project pages contain research-oriented activities or community surveys and polls based on important themes from each episode. These projects reinforce the communicative nature of the *Conversation Books* and invite students to expand their learning and conversation to areas beyond the classroom environment.

On this project page, students use newspapers to find out what kinds of jobs are listed in the employment section. Project pages throughout the *Conversation Books* encourage students to use a variety of research tools, including books, encyclopedias, newspapers, magazines, almanacs, and the Internet.

In this community survey, students interview people from outside the class in order to • determine different methods of finding a job. As students gather information, they are often asked to synthesize their findings with those of their classmates in order to gain a complete understanding of the theme.

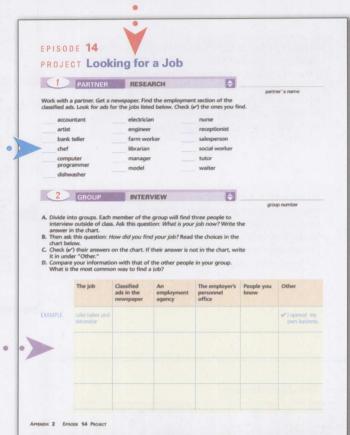


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Job Hunting

EPISODE 13

THEMES

- Giving Directions
- International Food
- Using Computers

INFORMATION GAP

Reading Bulletin Boards

OPTIONAL PROJECT

Culture Shock(Appendix 1)

THEME Giving Directions

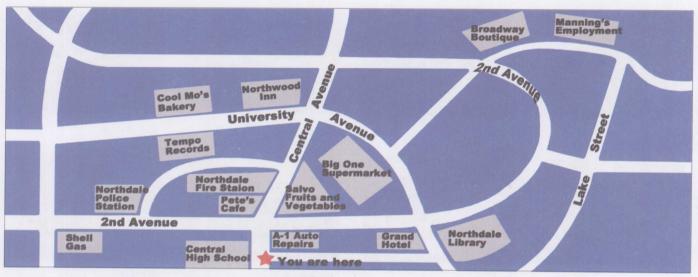


PARTNER

WAYS TO SAY IT



partner's name



In this episode, Nancy gives Rebecca directions to the bus stop. She says, "Take a right. Go two blocks. You'll see the bus stop."

Here are some other useful phrases for giving directions:

Turn (take a) right/left at the corner.

Keep going until you see the bakery.

It's near the school.

It's near the school.

It's on the corner.

It will be on your right/left.

With a partner, take turns asking for and giving directions to the buildings on the map above. Use the phrases in the box.

EXAMPLE Student A: How do I get to Tempo Records?

Student B: Go straight on Central Avenue for three blocks. Turn left at University Avenue. Keep going straight. Tempo Records will be on your left. It's across from Cool Mo's Bakery.



Indian

Divide into groups. One person gives directions to a building on the map on page 1. The first person to find the building wins. The winner gives directions to the next place.



- 1. Do you get lost easily?
- 2. Where did you get lost recently?
- 3. Do you prefer to ask directions or read a map?

THEME International Food



In this episode, Melaku makes a special Ethiopian meal for Rebecca and the others.

Italian

- A. Look at the pictures above. Do you eat any of these international foods? Put a check (✓) next to the ones you've tried.
- B. Answer these questions. Then ask a partner. Write your partner's answers.

	You	Your partner
. Which kind of food is your favorite?	alemant with	Street sale Transla
2. Which kind of food is your least favorite?		
3. Which food do you eat the most often?		
. Which food do you never eat?		
5. Do you have a favorite kind of food that is not on this page?		
What is it?		

German

Mexican

CONTRACTOR OF THE PERSON OF TH	-	-946
	7,	
1	4	
	,	100

PARTNER

SHARE

partner's name

A.	Write about your favorite meal. It can be from your
	country, or it can be any kind of international food
	that you like. Then, tell your partner about this meal

EXAMPLE

My favorite meal is <u>macaroni and cheese</u>. It's made with cheese, pasta, milk, and butter.

It's served <u>hot</u>.
I eat it for dinner.

I like to eat green beans or beets with it.

Your favorite meal

My favorite meal is ______.

It's made with

I eat it for

I like to eat

with it.

It's served hot/cold

B. Listen to your partner describe his or her favorite meal. Write what your partner says in the lines below.

Your partner's favorite meal

His/her favorite meal is

It's made with

He/she eats it for

He/she likes to eat

with it.

It's served hot/cold.



- 1. What do you normally eat for breakfast?
- 2. Which foods do you like to cook?
- 3. Which common foods do you dislike?

THEME Using Computers



PARTNER

CATEGORIES



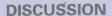
In this episode, Rebecca needs computer skills in order to get the job she wants.

partner's name

- A. How often do these people use computers at work? Write each job in one of the three categories below. Compare your answers with those of a partner.
- B. Pick three jobs. Tell your partner what a computer is used for in each job.

factory worker teacher secretary architect airplane pilot telephone operator doctor lawyer bus driver engineer car mechanic librarian carpenter writer photographer Sometimes Often Very often







group number

How do you feel about using computers?

- A. If you use a computer, answer the questions in Survey A. If you don't use a computer, answer the questions in Survey B. Check (✔) your answers.
- **B.** Form a group with other people who have answered the same survey questions. Answer the discussion questions together. Share your results with the class.

Survey A		
	Yes	No
1. I use a computer at work.		
2. I use a computer at home.		
3. I think computers are fun.	la l	
4. I use computers to play games.		
I keep important information on my computer.		
6. I know a lot about computers.		
7. I use a computer for the Internet		

Discussion questions—Survey A

- 1. Where do more people use computers—at home or at work?
- 2. How many people use a computer to play games?
- 3. How many people use the Internet?
- 4. Who uses a computer the most in your group?

Survey B		
	Yes	No
1. I'm interested in computers.	William,	
2. I need a computer.		
3. I don't need a computer.		
4. I don't like computers.		
5. I'm afraid of computers.		
6. I have to learn how to use a computer.		
7. I want to learn how to use a computer.		

Discussion questions—Survey B

- 1. Who is interested in computers?
- 2. How many people need a computer?
- 3. How many people want to learn how to use a computer?
- **4.** Are more people *interested in* computers or *afraid* of computers?

INFORMATION GAP Reading Bulletin Boards



PARTNER

INFORMATION GAP



partner's name

STUDENT A

Work with a partner. One of you works on this page. The other works on page 6. Don't look at your partner's page.

In this episode, Rebecca looks on a bulletin board for job openings. Each of the bulletin board messages below is missing some important information. Your partner has the information you need in order to complete each message. Ask your partner these questions:

- What's the position?
- What are the hours?
- Who do I contact?
- What are the requirements?

Write the missing information in the spaces below.

HELP WANTED	HELP WANTED	HELP WANTED	HELP WANTED
Position:	Position: Cook at College Dining Hall	Position: Town Juide	Position: Female Singer
Hours: EVENINGS	Hours: Full-time	Hours:	Hours: Weekend evenings
Contact: CALL 555-1151 — ASK FOR JOHN.	Contact: Sherry, Manager	Contact: Bay City Town	Contact:
Requirements:	Requirements:	Requirements: Must know city of San Francisco, tourist attractions.	Requirements: Must play guitar and sing pop music.
HELP WANTED	• HELP WANTED	HELP WANTED	HELP WANTED
HELP WANTED		HELP WANTED Position: Wanter / Waitres at	HELP WANTED Position:
HELP WANTED Position: RECEPTIONIST	HELP WANTED	Position: Waiter / Waitress at Derby's 24 Hour Restaurant Hours: 8 a.m 4 p.m.	
HELP WANTED Position: RECEPTIONIST Hours: Contact: MR. GLEASON	Position: Hours: Morninga only,	Position: Waiter / Waitress at Derby's 24 Hour Restaurant	Position: Hours: 12 Hoves
HELP WANTED Position: RECEPTIONIST Hours: Contact: MR. GLEASON AT BENDER ASSOCIATES Requirements: MUST HAVE GOOD TYPING AND COMPUTER SKILLS.	HELP WANTED Position: Hours: Mornings only, Wed-Sat Contact: Susan at	Position: Waiter / Waitress at Durby's 24 Hour Restaurant Hours: 8 a.m 4 a.m. Saturdays and Sundays Contact: Wanager at	Position: Hours: 12 Hovas PERWEEK Contact: Marvin, Room 602,



PARTNER

DISCUSSION



With your partner, choose the best jobs for Rebecca. Circle them. Discuss your answers with the rest of the class.

INFORMATION GAP Reading Bulletin Boards



PARTNER

INFORMATION GAP



partner's name

STUDENT B

Work with a partner. One of you works on this page. The other works on page 5. Don't look at your partner's page.

In this episode, Rebecca looks on a bulletin board for job openings. Each of the bulletin board messages below is missing some important information. Your partner has the information you need in order to complete each message. Ask your partner these questions:

- What's the position?
- What are the hours?
- Who do I contact?
- What are the requirements?

Write the missing information in the spaces below.





PARTNER

DISCUSSION



With your partner, choose the best jobs for Rebecca. Circle them. Discuss your answers with the rest of the class.