

# Where Is It?

*Contributed by Ji Eun Lee*

<i>Levels</i>	<i>Any</i>
<i>Aims</i>	<i>Help students learn how to ask and give direction using authentic materials</i>
<i>Class Time</i>	<i>30 minutes</i>
<i>Preparation Time</i>	<i>10 minutes</i>
<i>Resources</i>	<i>Internet (Google Map – Street View)</i>

In a language classroom, it is usually the case that students practice asking and giving direction with an illustrated map, which is always somewhat simpler than the real map. By incorporating technology (more specifically, *Street View* function from *Google Map*), students can learn and practice it in a more authentic environment. They can not only practice giving and asking directions, but also navigate the target language spoken country, looking at how streets, buildings, and famous tourist attractions are really like.

## PROCEDURE

1. In a computer lab, instruct students how to use the *Street View* function from *Google Map*.
  - Type a departure point and a destination.
  - Zoom in the map to see the *Street View*.
2. Have students in pairs practice asking and giving direction using the *Street View*.
3. After some trials, a teacher can provide students possible departure points and destinations.

To make this activity more fun, it can be done like a game in which students in groups have to find the shortest direction quickly, helping each other (group members). The first group who finds the correct direction and tells it to the class wins the game.
4. If possible, however, students can decide their own journey to engage them more in the activity by allowing autonomy.