



REVOLVING DOOR MAGIC

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PDF 2: Speaking & Role-Play Activities

Activity 1: Warm-up Discussion (Pairs)

Look at the image and discuss:

- What is happening in the picture?
- Why do some people look confused?
- Have you ever felt like the boy with the question marks above his head?

Activity 2: “Revolving Door Etiquette” Game

In small groups, create **5 Golden Rules** for using a revolving door correctly.

Example: “Don’t run” etc.

Then share and vote for the best rules in class.

Activity 3: Funny Revolving Door Stories

Tell your partner a real or invented funny story about a revolving door (getting stuck, going around too many times, pushing the wrong way, etc.).

The partner must react and ask follow-up questions.

Activity 4: Invention Challenge

You are an inventor in 1888.

Work in pairs and design a “better” door for a hotel.

Decide:

- Should it be a revolving door, automatic sliding door, or something completely new?
- What problems do you want to solve?

Present your idea to the class.

Activity 5: Quick Role-Play Scenarios (Short & Fun)

Choose one topic and act it out (30–60 seconds each):

- A nervous first-time visitor at a luxury hotel.
- An impatient businessman in a hurry.
- A doorman teaching a confused guest how to use the door.
- Two friends trying to go through together with suitcases.