## **ROLE-PLAY SITUATION: immigration/ border control**

INSTRUCTOR'S NAME: \_\_\_\_\_

DATE OF WEBLIO LESSON:TI	ME OF LESSON:
Directions: Before your WEBLIO lesson prepare your role-play situation role. Remember you only have 25 minutes, so it is important to prepare before your lesson! Follow your instructor's lead, and try and participate in the conversation positively. The instructor will most likely get you to repeat the role-play several times until you can do it reasonably fluently. Depending on the country you will be going to, immigration/ border control officers may ask you many questions or no questions. Be prepared to answer these questions, just in case. SHORT, CLEAR answers are best.	
Immigration:	Immigration:
Student: (4 month program students: Say you are here to study English. 3-6 week program students: Say you are	Student: (Say you have nothing to declare.)
here for sightseeing.)	Immigration:
Immigration:	Student: (Say you have some Japanese snack foods.)
Student: (Say your homestay or dorm address.)*	Immigration:
	Student: (Say you have a return ticket and show it.)
Immigration: Student: (Say you will not be visiting anyone).	Immigration:
Student. (Say you will not be visiting anyone).	Student: (Say your contact information.)**
Immigration:	
Student: (Say how long you will be staying.)	Immigration:
Immigration:	Student: (Say "Japan".)
Student: (Say you have 250,000 yen in cash.)	
Immigration:	
Student: (Say this is your first visit to (country name)).	

\*For students going to New Zealand, use this address: 45 Windmill Road, Mount Eden. For students going to Fresno, USA use this address: Fresno Pacific University dormitory. For students going to Portland, USA use this address: Portland State University dormitory.

For students going to Canada, use this address: Portland State University dormitory.

For students going to Canada, use this address: 234 Collingwood Street, South Granville.

\*\* ELA- Auckland University/ Fresno State University/ English Language Institute-University of British Colombia