

## PRESENT AND PAST TENSES

### Dialogue 1

#### Context: Sports and Games

Jose: Hey Keith, how are you today?

Keith: Hey Jose, I'm good, thanks. How about you?

Jose: I'm fine, thanks. I'm just calling to ask you if you want to watch the game with me tomorrow.

Keith: The game? What game?

Jose: The football game. You know, soccer.

Keith: Oh, that game. Sure, why not? I like soccer.

Jose: Great. Me too. It's my favorite sport. I've been playing it since I was a kid.

Keith: Really? That's cool. I've only started playing it recently. I joined a local club and we have weekly matches.

Jose: That's nice. How do you like it?

Keith: I like it a lot. It's fun and challenging. It also keeps me fit and healthy.

Jose: That's good to hear. So, what do you think makes a good football team?

Keith: Well, I think a good football team needs to have a strong defense, a creative midfield and a fast attack. They also need to have good teamwork, communication and discipline.

Jose: I agree with you. Those are all important factors for a successful team. But I also think a good football team needs to have a good coach, a loyal fan base and a bit of luck.

Keith: That's true. A good coach can motivate and guide the players, a loyal fan base can support and cheer for the team and a bit of luck can make the difference in a tight game.

Jose: Exactly. So, do you have a favorite football team?

Keith: Well, not really. I don't follow any specific team or league. I just watch whatever game is on TV or online.

Jose: I see. Well, I do have a favorite team. They are from my hometown and they play in the top division. They are not very famous or rich, but they have a lot of heart and spirit.

Keith: That's nice. What's their name?

Jose: I'd rather not say (meaning keep it secret). They are playing tomorrow and I don't want to jinx them (meaning bring bad luck).

Keith: Oh, come on (meaning don't be like that). You can tell me. I won't tell anyone else.

Jose: No, sorry (meaning refuse politely). You'll have to watch the game with me tomorrow and find out for yourself.

Keith: Okay, fine (meaning accept reluctantly). But you owe me one (meaning you have to do something for me later).

Jose: Okay, deal (meaning agree). See you tomorrow then.

Keith: See you tomorrow.

Note: The idioms used are "I'd rather not say", "jinx them", "come on", "owe me one" and "deal". They are explained in parentheses after their use in the dialogue.

## Dialogue 2

### Context: Sports and Games

Games

Dialogue 6-2

Lisa: Hi Mario, how are you today?

Mario: Hi Lisa, I'm good, thanks. How about you?

Lisa: I'm fine, thanks. I'm just calling to ask you if you want to go walking with me tomorrow.

Mario: Walking? Why walking?

Lisa: Well, you know, we both talked about getting into shape and lose some weight. Walking is a great way to do that. It's easy, cheap and fun.

Mario: Is it? I don't know. It sounds boring and tiring to me.

Lisa: Come on, don't be a couch potato. Walking is good for your health and your mood. I walked yesterday and it was good. It can lower your blood pressure, strengthen your bones and muscles, and improve your mental well-being. It can also help you burn calories and fat.

Mario: Really? How many calories and fat can I burn by walking?

Lisa: Well, it depends on how fast and how far you walk. But generally speaking, you can burn about 100 calories per mile and about 5 grams of fat per hour. I probably burned 200 calories yesterday.

Mario: Hmm, that's not bad. But how fast and how far do we have to walk?

Lisa: Well, again, it depends on your goals and your fitness level. But generally speaking, you should walk at a moderate pace that makes you breathe faster but not out of breath. You should also walk for at least 30 minutes a day, five days a week.

Mario: Okay, that sounds reasonable. But where do we walk?

Lisa: Well, we can walk anywhere we want. I went around campus yesterday. We can walk around the neighborhood, in the park, on the beach or on the trail. We can also explore new places and enjoy the scenery.

Mario: Okay, that sounds interesting. But what do we do while we walk?

Lisa: Well, we can do anything we want. We can talk, listen to music, play games or learn something new. The other day, I went with my sister and we talked while we walked.

Mario: Okay, that sounds fun. But what if it rains or snows?

Lisa: Well, then we can walk indoors. We can walk in the mall, in the gym or on the treadmill. We can also watch TV or read a book while we walk. I saw someone fall while reading and walking on the treadmill. It was not a good idea.

Mario: Okay, that sounds convenient. You know what? You've convinced me. I'll go walking with you tomorrow.

Lisa: Really? That's great. I'm so happy to hear that.

Mario: Yeah, me too. Thank you for inviting me and motivating me.

Lisa: You're very welcome.

Mario: I think I'm ready to start tomorrow.

Lisa: Let's hit the road tomorrow at 9 am.

Note: The idioms used are "couch potato" (meaning a lazy person who watches too much TV) and "hit the road" (meaning leave or depart).

### Dialogue 3

#### Context: Sports and Games

Samuel: Hey Raul, are you ready to watch the game?

Raul: Hey Samuel, yes, I'm ready. But I have a confession to make.

Samuel: What is it?

Raul: I don't know anything about football. I've never watched it before.

Samuel: What? Are you serious? How can you not know anything about football? It's the most popular sport in America. It's part of our culture and tradition.

Raul: Well, I'm sorry. I'm from Spain. We don't play football there. We play soccer. You know, real football.

Samuel: Oh, come on. Don't be a smart aleck. Soccer is boring and slow. Football is exciting and fast. Football is real football.

Raul: Okay, okay. Let's agree to disagree. But can you please explain to me how football works? I don't want to look like a fool in front of everyone.

Samuel: Sure, sure. I'll give you a crash course on football. It's not that hard to understand.

Raul: Okay, thank you. So, what are the basics?

Samuel: Well, the basics are this: There are two teams of 11 players each. They play on a field that is 100 yards long and 53 yards wide. There are two end zones at each end of the field where the teams try to score points by getting the ball into them.

Raul: Okay, I get that. How do they get the ball into the end zones?

Samuel: Well, they can either run with the ball or throw the ball to another player who catches it. They have four chances or "downs" to move the ball at least 10 yards forward. If they do that, they get another four downs to keep moving the ball. If they don't, they have to give up the ball to the other team.

Raul: Okay, I see. And how do they score points?

Samuel: Well, they can score points in different ways. The most common way is by getting the ball into the end zone for a touchdown. That's worth six points. Then they can either kick the ball through the uprights for an extra point or try to get the ball into the end zone again for two points.

Raul: Okay, I understand that. What are the other ways to score points?

Samuel: Well, another way to score points is by kicking the ball through the uprights from anywhere on the field for a field goal. That's worth three points. And another way to score points is by tackling or intercepting the ball from the other team in their end zone for a safety. That's worth two points.

Raul: Okay, I got that too. And how long does the game last?

Samuel: Well, the game lasts for 60 minutes or four quarters of 15 minutes each. There is a break or halftime after the second quarter where the teams rest and perform some entertainment for the fans.

Raul: Okay, I think I have a grasp of it now. Thank you for explaining it to me.

Samuel: You're welcome. No problem. Are you ready to cheer for our team now?

Raul: Yes, I am. Let's go team!

Samuel: Alright! Let's go!

Raul: By the way, how did our team do last week?

Samuel: Oh, they lost by a landslide (meaning by a large margin). They played like amateurs (meaning unskilled or inexperienced).

Raul: Oh no! That's too bad.

Samuel: Yeah, it was a disaster. But hopefully they'll bounce back (meaning recover or improve) this week.

Raul: Yeah, hopefully.

Note: The idioms used are.

"smart aleck": someone who acts too clever or sarcastic

"crash course": a quick and intensive lesson

"lose by a landslide": lose by many points

"play like amateurs": play unskilled or inexperienced

"bounce back": recover or improve