

About Time

Play Packs 2025-2026



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Activity 1: The Main Characters: Who's who?



WILL

SARAH

ROBERT

KATHY

COLIN

CAVEMAN

CAVEWOMAN

GIULIA

GIACOMO CASANOVA

A new student who owns a magical time-traveling app and helps Will understand its rules.

Will's quirky and scatterbrained father, obsessed with his experiments.

- "Look. It's the shape. I saw this rock and I kicked it and watch—it moves!"

Will's loving but exasperated mother, often overwhelmed by family chaos.

Famous Venetian lover and intellectual, known for his charm and wisdom.

- "I'm sorry. This is Will. He's always a bit rubbish but... "
- "I listen. That's it. I listen."

- "William! It's about time you stopped... all this. You'll be late for school!"

A 17-year-old boy, the protagonist who is awkward, imaginative, and curious about time travel.

A dramatic Venetian woman from 1742, infatuated with Giacomo Casanova.

- "You can only go back from your present time, not forward."

- "My parents. Not the most normal beginning to the day. But not unusual."

- "Giacomo Casanova belongs to me. He just does not know it yet."

- "You spend too much time at home doing nothing. You need friends to hunt, run, play, fight with."

- "Have we had breakfast?"

Will's prehistoric ancestor, a strong and practical woman who scolds the caveman.

Will's prehistoric ancestor, an inventor trying to create the wheel.

Will's crush, a kind and confident girl who likes him but makes him nervous.

Activity 2: Time Travel Rules Guide

RULE 1: Backward Travel Only

The app allows the user to travel only backward in time, never forward. This means Will can revisit past events but cannot skip ahead to see future outcomes.

Example from the play: Will travels from the present day back to prehistoric times (42,000 years ago), then to Venice in 1742, and finally to London in 2001.

Why do you think this rule exists?

RULE 2: Personal Participation Required

The user can only change events they personally participated in. They cannot alter historical events where they weren't originally present.

Example from the play: Will can go back and change his conversation with Kathy at the bus stop because he was there originally. However, he couldn't go back and prevent a historical disaster he never witnessed.

**What do you think the potential consequences of
breaking this rule would be?**

08

RULE 3: No Harm Allowed

The app user cannot harm anyone during their time travel adventures. This serves as a moral safeguard built into the device.

Example from the play: When Will meets historical figures like Casanova or his prehistoric ancestors, he must interact peacefully and cannot use violence or cause injury.

Why does this rule exist?

If you could add one more rule to Will's app, what would it be and why?

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Do you think changing past moments would actually improve your life? Explain your reasoning.

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In pairs or groups: Create a "Personal Time Travel Code of Ethics" with 5 rules your group agrees on.

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Activity 3: Where would you travel to?

The app specifically allows travel within the user's family timeline only. This means Will can visit periods connected to his family history but cannot explore completely unrelated historical events.

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Examples from the play:

- Will visits his prehistoric ancestors (family connection)
- He observes his parents' first date in 2001 (direct family history)
- His encounter with Casanova occurs because it somehow connects to his family's story

What historical period would you travel to and why?

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Activity 4: My Time Travel Wish List



Individual Reflection (15 minutes)

17

Create your personal "Time Travel Wish List" by identifying three moments from your life you would revisit if you had Will's app. For each moment, complete this reflection:

Moment 1: A Missed Opportunity

- Describe the situation in 2-3 sentences
- What would you do differently?
- What did you learn from this experience?

Moment 2: A Family Memory

- Choose a moment with family members.
- What made this moment special or challenging?
- How has your relationship with this family member changed since then?

Moment 3: A Social Situation

- Think of an awkward or difficult social moment
- What held you back from saying or doing what you wanted?
- What advice would you give your past self?

Activity 7: Word Soups

CEFR A2 — “Time” Expressions

ON TIME
IN TIME
AT THE SAME TIME
AT THAT TIME
ALL THE TIME
ONE AT A TIME
FOR A LONG TIME
IT’S TIME
TAKE YOUR TIME
WASTE TIME

O P N T I M E K Q L E
L A L L T H E T I M E
F O R A L O N G T I M
E A T T H A T T I M E
I N T I M E M N O E R
T A K E Y O U R T I M
E O N E A T A T I M E
S W A S T E T I M E X
A T T H E S A M E T I
M E I T S T I M E O P
G H L R E A K M T N Q

Activity 7: Word Soups

CEFR B1 — “Time” Expressions

SPARE TIME
FREE TIME
IN MY SPARE TIME
MAKE TIME
SAVE TIME
KILL TIME
HAVE A GOOD TIME
JUST IN TIME
RUN OUT OF TIME
AT ANY TIME

S P A R E T I M E H D
A T A N Y T I M E N Q
K I L L T I M E R O U
N O U T O F T I M E M
A K E T I M E J U S T
I N T I M E F R E E T
I M E H A V E A G O O
D T I M E I N M Y S P
A R E T I M E S A V E
T I M E X Q R O P H E
L G A N D T I N E S V

Activity 7: Word Soups

CEFR B2 — “Time” Expressions

AHEAD OF TIME
BEHIND THE TIMES
PRESSED FOR TIME
IN NO TIME
OUT OF TIME
AT TIMES,
IN THE NICK OF TIME
TIME AFTER TIME
TIME WILL TELL
ABOUT TIME
AT ONE TIME
BEFORE MY TIME

A H E A D O F T I M E N
B E H I N D T H E T I M
E S P R E S S E D F O R
T I M E I N N O T I M E
O U T O F T I M E A T T
I M E S I N T H E N I C
K O F T I M E T I M E A
F T E R T I M E T I M E
W I L L T E L L A B O U
T T I M E A T O N E T I
M E B E F O R E M Y T I
M E Q W L N O P X R S J Z



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