## The future

There are several ways of talking about future:

1. SIMPLE FUTURE	A. something that has been planned or arranged
will + verb (will go)	
2. PRESENT SIMPLE	B. an action which leads up to a given point in the
verb (go, goes)	future but is not necessarily finished at that point
3. PRESENT CONTINUOUS	C. talking about future after if, before, after, as
be + verb+ing (is going)	soon as, when and future timetabled events
4. FUTURE CONTINUOUS	D. an action that will have finished at a given point
will + be + verb+ing (will be going)	in the future
5. FUTURE PERFECT	E. the future in general and in main clause of a first
will + have + verb in PP	conditional sentence
(will have gone)	
6. FUTURE PERFECT	F. action that will be happening at a given point in
CONTINUOUS	the future
will + have + been + verb+ing	
(will have been going)	

Can you make an example for each of these possibilities?

1. WILL=SIMPLE FUTURE - the future in general and in main clause of a first conditional sentence

*The presentation will finish at about 4 o'clock. If it finishes earlier, there will be more time for questions.* 

2. PRESENT SIMPLE - talking about future after if, before, after, as soon as, when - future timetabled events
When he gets here, could you let me know?
Dr Carlin's train leaves London at 1:30 and gets into Oxford at 2:10.

3. PRESENT CONTINUOUS - something that has been planned or arranged *We are sending out invitations over the next couple of weeks*.

4. FUTURE CONTINUOUS - an action that will be happening at a given point in the future *This time next week, you will be flying back to the USA*.

5. FUTURE PERFECT - an action that will have finished at a given point in the future *By the end of the year you will have learned enough English to be able to work in a hospital.* 

6. FUTURE PERFECT CONTINUOUS - an action which leads up to a given point in the future but is not necessarily finished at that point

*This is a long presentation. By five o'clock, Dr Schwartz will have been talking for an hour and half.*