

Module 4 – Conditionals & Hypotheses

Title: "If... then... Exploring Real and Imagined Situations"

[Opening]

Welcome back! Today we'll master conditional sentences—how to talk about real possibilities and imaginary situations. We'll explore four main types plus mixed conditionals and inversions.

[Section 1 – Zero & First Conditional]

Conditionals consist of two clauses:

The If clause (the condition) + the main clause (the result)

4 Types of conditionals

1. **Zero conditional**, used for factual truths—*If you heat ice, it melts.*

Structure: If + present simple, present simple

2. **First conditional**, used to express real future possibilities—*If it rains, I will stay home.*

Structure: if + present simple, result present simple or will + base verb.

[Section 2 – Second Conditional]

3. **Second Conditional** for unreal, impossible situation in the present or future
If I won the lottery, I would travel the world.

Structure: if + past simple, result would/could/might + base verb.

[Section 3 – Third Conditional]

4. **Third conditional**, it describes a hypothetical situation in the past that did not happen/ Imaginary past—*If she had studied, she would have passed.*

Structure: if + past perfect, result would have + past participle.

It focuses on regret and reflection.

[Section 4 – Mixed Conditionals & Inversion – 10:00–13:00]

Mixed Conditionals they combine elements of second and third conditional structures

When we need to express

- a. a **past hypothetical situation with present / future consequence:**

Structure: If + past perfect, would + base form of the verb

If I had listened to him, I would be happier now.

- b. a **present/future hypothetical situation with past consequence**:

Structure: If + past simple, would have + past participle

If I were better at languages, I would have understood the instructions.

- Inversion without “if”: Had I known, I wouldn’t have come.; with should/were too.

[Recap & Outro]

Key takeaways:

- Zero = general fact
- First = real future
- Second = present unreality
- Third = past unreality
- Mixed = blend
- Inversion = formal style