

Active Verbs

Beginner ESL

A complete, ready-to-print lesson pack for young beginner English learners.



run



swim



exercise



climb



dance



catch a ball

Teacher overview

At a glance

LEVEL

A0-A1 beginner

AGE GUIDE

5-10 years

LESSON LENGTH

35-40 minutes

TARGET WORDS

run, swim, exercise, climb, dance, catch a ball

LANGUAGE

What can you do? / I can ____.

MATERIALS

This pack, pencils or crayons, and the cut-out cards.

How to play Action Relay

Put the six cards at the far end of the room. One learner from each team walks quickly to a card, touches it, says the full answer, and returns to tag a partner. Change the called action each turn.

Model language: What can you do? I can ____.

Printable visual flashcards

Cut along the pale borders. Show the picture first, then reveal and say the word.



run



swim



exercise

Printable visual flashcards

Cut along the pale borders. Show the picture first, then reveal and say the word.



climb



dance

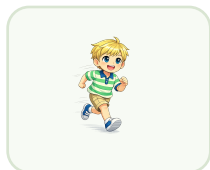


catch a ball

Active Verbs

Name: _____ Date: _____

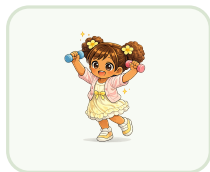
1. Look at the pictures. Draw a line to match each picture with the correct word.



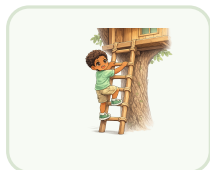
catch a ball



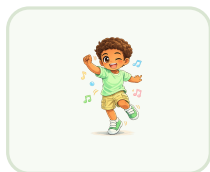
dance



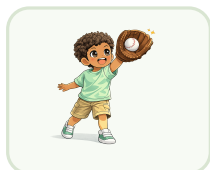
climb



exercise



swim

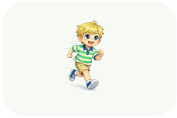


run

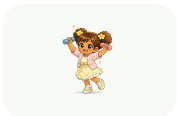
Active Verbs

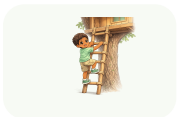
Name: _____ Date: _____

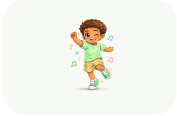
A. Look at the picture. Write the word.













B. Complete and say the sentence.

What can you do? I can _____.

Say the model question and answer to a partner.

Action Relay

How to play

Put the six cards at the far end of the room. One learner from each team walks quickly to a card, touches it, says the full answer, and returns to tag a partner. Change the called action each turn.

Use these cut-out caller cards



run



swim



exercise



climb



dance



catch a ball

Say: "What can you do?" "I can ____."

38-minute lesson plan

0-4 min

Hook

Mime, point or show a picture. Learners guess and repeat.

4-10 min

Teach

Show the six flashcards. Say each word and learners repeat.

10-16 min

Point to...

Lay cards on the board. Learners point and say the word.

16-23 min

**Classendo Active
Verbs Tic-Tac-Toe**

Partners play all four boards. On each turn, say the action correctly before writing X or O. Three in a row wins each board.

23-32 min

Action Relay

Use page 7. Put the six cards at the far end of the room. One learner from each team walks quickly to a card, touches it, says the full answer, and returns to tag a partner. Change the called action each turn.

32-37 min

Write and say

Learners write the six words and practise the model language.

37-38 min

Exit check

Each learner names one card or gives the model answer.

Lesson plan notes

Prepare the activity

Print page 7 and cut out the caller cards if needed. Put the six cards at the far end of the room. One learner from each team walks quickly to a card, touches it, says the full answer, and returns to tag a partner. Change the called action each turn.

Differentiation

Support: keep the flashcards visible and let learners point before speaking. Stretch: learners ask the question without reading it and become the caller or leader.

Why this game works

The activity repeats all six words in short, meaningful turns. It also gives every learner repeated practice with: What can you do? / I can ____.

Answer key and teacher notes

Worksheet answers

Visual matching

run -> run, swim -> swim, exercise -> exercise, climb -> climb, dance -> dance, catch a ball -> catch a ball

Writing

run, swim, exercise, climb, dance, catch a ball

Teacher notes

- Use the picture side first if learners are not yet reading independently.
- Model the full question and answer before pairs start the activity.
- The PDF is complete on its own; Classendo Classroom is optional.