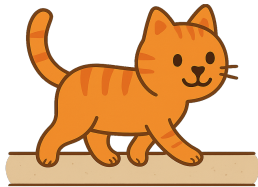


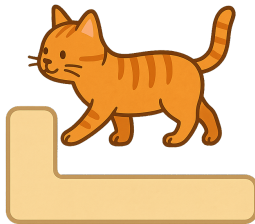
Directions Prepositions

Beginner ESL

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



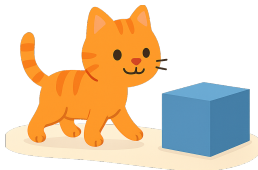
go straight



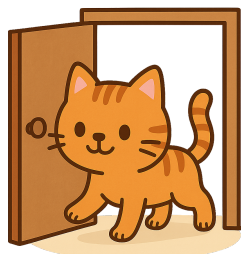
turn left



turn right



go past



go through



go around

Teacher overview

At a glance

LEVEL

A0-A1 beginner

AGE GUIDE

5-10 years

LESSON LENGTH

35-40 minutes

TARGET WORDS

go straight, turn left, turn right, go past, go through, go around

LANGUAGE

How do I get there? / Go ____.

MATERIALS

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

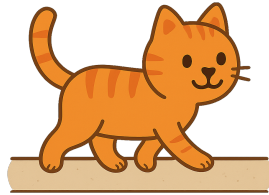
How to play Direction Trail

One learner gives a direction from a card. Their partner walks the classroom route, touches the matching card, and repeats the full answer. Swap roles after three directions.

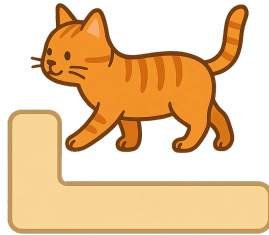
Model language: How do I get there? Go ____.

Printable visual flashcards

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



go straight



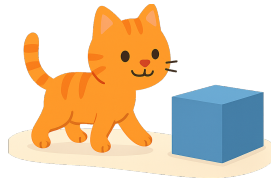
turn left



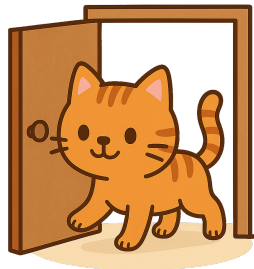
turn right

Printable visual flashcards

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



go past



go through

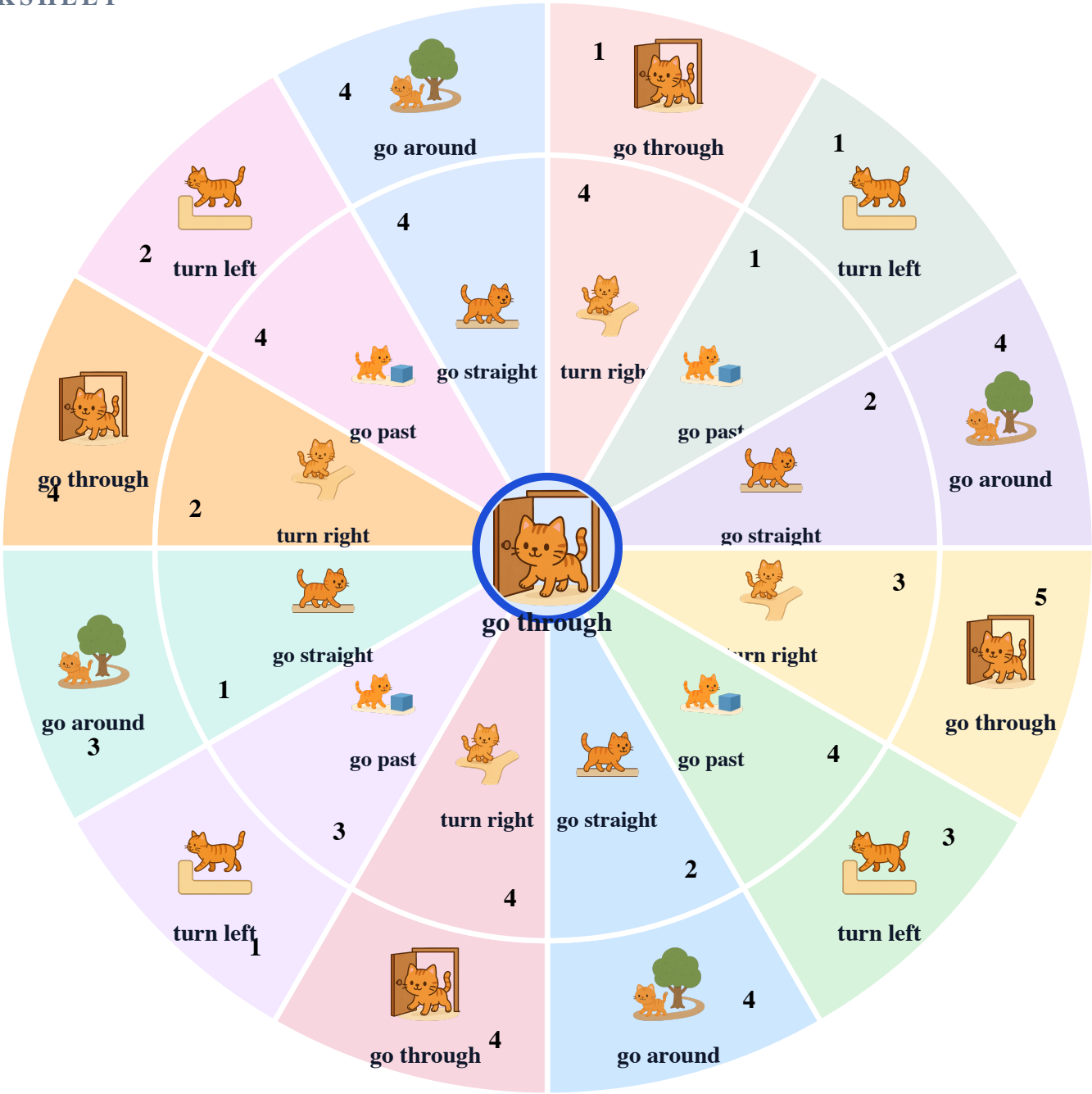


go around

Directions Bullseye

CLASSEUDO WORKSHEET

Name: _____



Directions Prepositions

Name: _____ Date: _____

A. Look at the picture. Write the word.













B. Complete and say the sentence.

How do I get there? Go _____.

Say the model question and answer to a partner.

Direction Trail

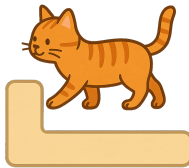
How to play

One learner gives a direction from a card. Their partner walks the classroom route, touches the matching card, and repeats the full answer. Swap roles after three directions.

Use these cut-out caller cards



go straight



turn left



turn right



go past



go through



go around

Say: "How do I get there?" "Go ____."

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
Directions Bullseye**

Learners drop a small token, say the target sentence for the picture they land on, then take the printed score.

23-32 min**Direction Trail**

Use page 7. One learner gives a direction from a card. Their partner walks the classroom route, touches the matching card, and repeats the full answer. Swap roles after three directions.

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. One learner gives a direction from a card. Their partner walks the classroom route, touches the matching card, and repeats the full answer. Swap roles after three directions.

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: How do I get there? / Go ____.

Answer key and teacher notes

Worksheet answers

Visual matching

go straight -> go straight, turn left -> turn left, turn right -> turn right, go past -> go past, go through -> go through, go around -> go around

Writing

go straight, turn left, turn right, go past, go through, go around

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.