

Games and Play Verbs

Beginner ESL

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



**play a
computer game**



play hopscotch



jump rope



skateboard



fly a kite



catch a ball

Teacher overview

At a glance

LEVEL

A0-A1 beginner

AGE GUIDE

5-10 years

LESSON LENGTH

35-40 minutes

TARGET WORDS

play a computer game, play hopscotch, jump rope, skateboard, fly a kite, catch a ball

LANGUAGE

What do you do for fun? / I ____.

MATERIALS

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

How to play Playground Charades

Give one learner a play-action card. They mime the activity without speaking. Classmates walk to the matching flashcard and say the full answer. The first learner to answer correctly becomes the next actor.

Model language: What do you do for fun? I ____.

Printable visual flashcards

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



play a computer game



play hopscotch



jump rope

Printable visual flashcards

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



skateboard



fly a kite

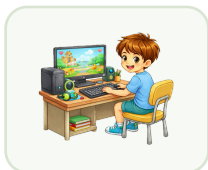


catch a ball

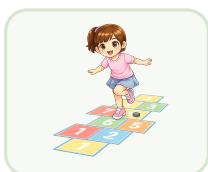
Games and Play Verbs

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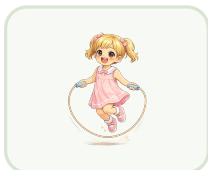
1. Look at the pictures. Draw a line to match each picture with the correct word.



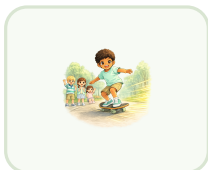
catch a ball



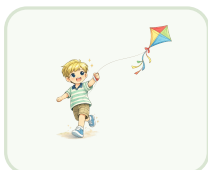
fly a kite



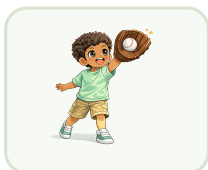
skateboard



jump rope



play hopscotch

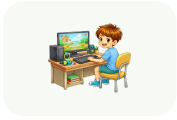


**play a computer
game**

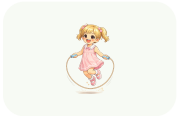
Games and Play Verbs

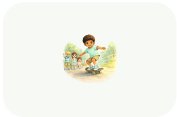
Name: _____ Date: _____

A. Look at the picture. Write the word.













B. Complete and say the sentence.

What do you do for fun? I _____.

Say the model question and answer to a partner.

Playground Charades

How to play

Give one learner a play-action card. They mime the activity without speaking. Classmates walk to the matching flashcard and say the full answer. The first learner to answer correctly becomes the next actor.

Use these cut-out caller cards



**play a computer
game**



play hopscotch



jump rope



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fly a kite



catch a ball

Say: "What do you do for fun?" "I ____."

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 Games
and Play
Wordsearch**

Learners find and circle the six action words in the medium grid with filler letters, then say each one aloud.

23-32 min

**Playground
Charades**

Use page 7. Give one learner a play-action card. They mime the activity without speaking. Classmates walk to the matching flashcard and say the full answer. The first learner to answer correctly becomes the next actor.

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. Give one learner a play-action card. They mime the activity without speaking. Classmates walk to the matching flashcard and say the full answer. The first learner to answer correctly becomes the next actor.

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 do you do for fun? / I ____.

Answer key and teacher notes

Worksheet answers

Visual matching

play a computer game -> play a computer game, play hopscotch -> play hopscotch, jump rope -> jump rope, skateboard -> skateboard, fly a kite -> fly a kite, catch a ball -> catch a ball

Writing

play a computer game, play hopscotch, jump rope, skateboard, fly a kite, 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.