

Outdoor Adventures Verbs

Beginner ESL

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



go hiking



go camping



go fishing



climb



dig



travel

Teacher overview

At a glance

LEVEL

A0-A1 beginner

AGE GUIDE

5-10 years

LESSON LENGTH

35-40 minutes

TARGET WORDS

go hiking, go camping, go fishing, climb, dig, travel

LANGUAGE

What can you do outside? / I can ____.

MATERIALS

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

How to play Adventure Trail

Put the six cards around the room as an adventure trail. Learners walk the trail in pairs. At each card, they point, say the full answer, and tick the action before moving on.

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

Printable visual flashcards

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



go hiking



go camping



go fishing

Printable visual flashcards

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



climb



dig

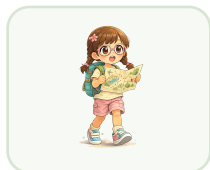


travel

Outdoor Adventures Verbs

Name: _____ Date: _____

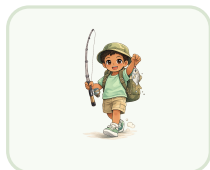
1. Look at the pictures. Draw a line to match each picture with the correct word.



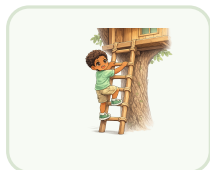
travel



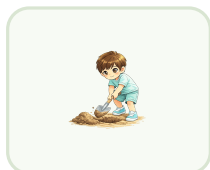
dig



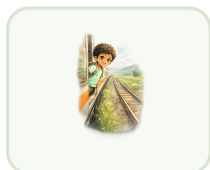
climb



go fishing



go camping



go hiking

Outdoor Adventures Verbs

Name: _____ Date: _____

A. Look at the picture. Write the word.













B. Complete and say the sentence.

What can you do outside? I can _____.

Say the model question and answer to a partner.

Adventure Trail

How to play

Put the six cards around the room as an adventure trail. Learners walk the trail in pairs. At each card, they point, say the full answer, and tick the action before moving on.

Use these cut-out caller cards



go hiking



go camping



go fishing



climb



dig



travel

Say: "What can you do outside?" "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 Outdoor
Adventures Bullseye**

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

23-32 min**Adventure Trail**

Use page 7. Put the six cards around the room as an adventure trail. Learners walk the trail in pairs. At each card, they point, say the full answer, and tick the action before moving on.

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 around the room as an adventure trail. Learners walk the trail in pairs. At each card, they point, say the full answer, and tick the action before moving on.

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 outside? / I can ____.

Answer key and teacher notes

Worksheet answers

Visual matching

go hiking -> go hiking, go camping -> go camping, go fishing -> go fishing, climb -> climb, dig -> dig, travel -> travel

Writing

go hiking, go camping, go fishing, climb, dig, travel

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.