

## VERB CHECK 3 - THE CURSE OF THE SUN PHARAOH

level - A1+/A2

### How to use the set

This is a fully interactive Genially-based grammar practice activity designed to reinforce irregular verb forms through a narrative, game-style structure (verb list attached at the end).

Students complete five verb challenges practising both base forms and past simple forms in context. The activities develop accuracy, recall, and creative language use. Each challenge ends with a short reading and speaking or writing task where students build on the story, but also check reading comprehension.

The teacher can use the set for:

- oral practice
- written follow-up
- whole-class interactive work
- pair/group storytelling

**Learning Objectives:** Students will be able to:

- recognise common irregular verbs in a narrative context
- recall and produce correct past simple forms of selected irregular verbs
- complete gap-based tasks using accurate verb forms
- follow and understand a simple story sequence using verbs in context
- use past simple forms in short spoken or written production

**What's inside:**

- Interactive story-based grammar practice focused on irregular verbs
- Five staged challenges with increasing complexity
- Clickable and puzzle-based tasks
- Active recall verb practice (matching, searching, timed writing, random selection)
- Gamified mechanics (progression through story stages)
- Built-in feedback and self-check system
- Self-contained digital resource (no printing required unless specifically needed)
- Suitable for IWB, online lessons, or independent work
- Final story-based consolidation task

# The Curse of the Sun Pharaoh

## Challenge 1 – Verb match + reading comprehension

Students match irregular verb forms using a puzzle format. Each piece corresponds to a correct base or past form.

**Follow-up task:** Gapped text

Three thousand years ago, an Egyptian builder named Amon worked inside the pyramid. One afternoon, he 1.1. [found] FIND a secret stone wall. He 1.2. [took] TAKE a deep breath and 1.3. [felt] FEEL excited. He 1.4. [shook] SHAKE his head because he 1.5. [thought] THINK it was a dream. Then, he 1.6. [saw] SEE a dark tunnel. Amon 1.7. [went] GO inside and 1.8. [held] HOLD his torch high. On a small gold altar, he spotted a heavy stone chest. He 1.9. [stood] STAND near it, and he 1.10. [heard] HEAR a strange whisper.

**Follow-up: Answer the questions**

1. Where did Amon work? In the [Pyramid].
2. What did he find? He found a [stone Wall|wall].
3. What did he hold high? He held a [Torch].

**Let's write or say**

1. What do you think Amon did next?

## Challenge 2 – Verb check 1 (random game)

Students complete 20 randomly generated verb prompts to save Amon from the mummies. Each session produces a different set.

**Follow-up task:** Gapped text

Amon [didn't run] NOT RUN away. He [sat] SIT on the stone floor and opened the box. Inside, he [got] GET a surprise. He [didn't find] NOT FIND gold or diamonds. Instead, the chest [had] HAVE a pair of dark stone glasses and a map. Amon [put] PUT on the magic glasses. Suddenly, the dark room [became] BECOME bright! A sacred black cat [came] COME out from a shadow and [bit] BITE the map.

**Let's write - use the image and the questions**

1. Where did Amon sit? He sat on the [Floor].
2. What animal did he see? He saw a [Cat].
3. What did he put on? He put on [Glasses|stone glasses].

**Let's write or say**

What do you think happened next?

# The Curse of the Sun Pharaoh

## Challenge 3 – Verb check 2 (grid/puzzle)

Students complete a grid using base or past forms of verbs. Each question is in a form of a sentence where they complete verb forms. The story begins:

1. Amon looked closely at the map. Through the glasses, he 3.1. [read] READ a secret message.
2. It 3.2. [said] SAY: "Find the river king."
3. Amon 3.3. [knew] KNOW what to do because he 3.4. [had] HAVE the magic sunglasses.
4. He 3.5. [left] LEAVE the pyramid quickly and ran to the royal stables.
5. He 3.6. [stole] STEAL a golden chariot and 3.7. [drove] DRIVE it to the busy village market.
6. He 3.8. [spent] SPEND his last silver coin on a wooden boat.
7. The old merchant 3.9. [gave] GIVE him some dry bread for the journey.
8. Amon 3.10. [made] MAKE no plans and told nobody about his wild mission.
9. Suddenly, the sacred black cat 3.11. [came] COME out from the market crowd.
10. It 3.12. [ran] RUN past the guards and jumped into his boat.
11. Amon 3.13. [took] TAKE his map out of his pocket, but the strong desert wind 3.14. [blew] BLOW it into the water.
12. He 3.15. [felt] FEEL terrified, but he jumped into the boat anyway.
13. He had no idea what [could] CAN happen to him.

### Let's write or say

Where do you think Amon went?

## Challenge 4 – Verb search

Students locate base and past forms from a mixed verb set (approx. 30 verbs). The list can be reshuffled for repeated practice.

### Amon's Boat Trip

Amon [sailed] SAIL for two days. He [drank] DRINK river water and [ate] EAT his stolen bread. Suddenly, a terrible storm [blew] BLOW across the water. His boat [hit] HIT a rock, and Amon [fell] FALL into the river.

He [swam] SWIM to the beach, but he [lost] LOSE his shoes. A shadow [fell] FALL over him. A High Priest [caught] CATCH him and [spoke] SPEAK angrily:

"Did you [take] TAKE the Pharaoh's treasure?"

Amon [said] SAY nothing.

### Follow-up: Answer the questions

1. How many days did he sail? He sailed for [Two days].
2. Where did he fall? He fell into the [River].
3. What did he lose? He lost his [Shoes].

### Let's write or say

- What do you think happened next?

# The Curse of the Sun Pharaoh

## Challenge 5 – Verb check 3 - climb to the cave

Students pick the correct past form from a set of 4. when they make a mistake, they start from the beginning.

### Follow-up task: gapped text

The Priest [didn't hurt] NOT HURT him. Amon [showed] SHOW the Priest the glowing map. The Priest [understood] UNDERSTAND and [gave] GIVE Amon an old golden key. Amon walked into a nearby cave. The lock [cut] CUT his hand, but he turned the key. The massive door opened, and Amon [brought] BRING back the lost books of Egypt to his people. They [sang] SING songs, and Amon [became] BECOME the greatest hero of the land. But the curse of the Sun Pharaoh was real. The magic glasses [took] TAKE away a memory for every secret they revealed. At first, Amon [forgot] FORGET small things. Then he [forgot] FORGET the storm, the cave, and the sacred black cat. Years later, he could no longer remember his great adventure. The people of Egypt never [forgot] FORGET Amon's bravery, but Amon could never remember why they called him a hero.

### Follow-up: Answer the questions

1. What object did the Priest give Amon? He gave him a [Key|golden key].
2. What did the lock cut? It cut his [Hand].
3. Who did Amon become? He became a [hero].

### Let's write - use the image and the questions

1. What if the story could end in a different way?
2. Write a new ending of the story.
3. Use the images to help you.

## Final challenge – Verbs in context

Students complete the full story using past simple verb forms. This consolidates all vocabulary and grammar from previous tasks.

### Extension ideas

- Students rewrite the story in present simple
- Students create an alternative ending
- Create a new “Pharaoh” story using the same verb set

# The Curse of the Sun Pharaoh

Three thousand years ago, an Egyptian builder named Amon [went] GO inside a pyramid. He [found] FIND a secret stone wall and [held] HOLD his torch high. Inside a dark tunnel, he [saw] SEE a hidden chest.

Amon [took] TAKE the chest and [sat] SIT on the ground. He opened it and [got] GET a surprise. A sacred black cat [came] COME out and [bit] BITE the map.

Amon [put] PUT on the glasses. The room [became] BECOME bright. He [read] READ a message and [thought] THINK it was a legend. The cat [ran] RUN away, and Amon followed it.

Amon [left] LEAVE the pyramid. He [went] GO to the stables and [stole] STEAL a chariot. He [drove] DRIVE it to the market and [bought] BUY a boat. Then he [went] GO down the river.

Amon sailed for two days. He [drank] DRINK river water and [ate] EAT bread. A storm [blew] BLOW his boat into a rock. He [fell] FALL into the river and [swam] SWIM to the beach. He [lost] LOSE his shoes. A High Priest [caught] CATCH him and [spoke] SPEAK angrily: "Did you take the Pharaoh's treasure?" Amon [said] SAY nothing.

The Priest [gave] GIVE him a golden key. Amon [went] GO into a cave and [cut] CUT his hand. He turned the key and [brought] BRING back the lost books.

People [sang] SING songs and Amon [became] BECOME a hero.

But the curse of the Sun Pharaoh was real. The glasses [took] TAKE one memory for each secret. Amon [forgot] FORGET the storm, the cave, and the black cat. In the end, he [forgot] FORGET his adventure, but people remembered his bravery.

## SYMBOLS AND NAVIGATION ARE SELF-EXPLANATORY

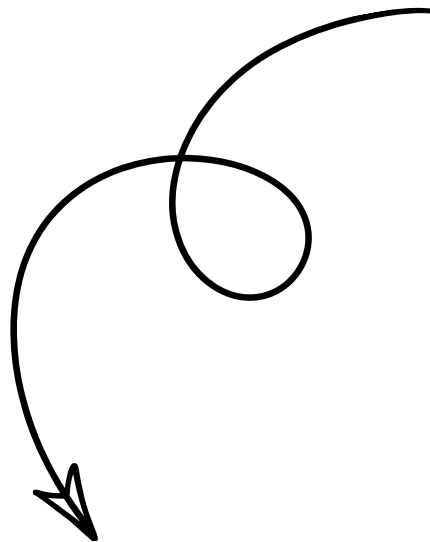


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*Have Fun!!*



# The Curse of the Sun Pharaoh

Three thousand years ago, an Egyptian builder named Amon 1. \_\_\_\_\_ (go) inside a pyramid. He 2. \_\_\_\_\_ (find) a secret stone wall and 3. \_\_\_\_\_ (hold) his torch high. Inside a dark tunnel, he 4. \_\_\_\_\_ (see) a hidden chest.

Amon 5. \_\_\_\_\_ (take) the chest and 6. \_\_\_\_\_ (sit) on the ground. He opened it and 7. \_\_\_\_\_ (get) a surprise. A sacred black cat 8. \_\_\_\_\_ (come) out and 9. \_\_\_\_\_ (bite) the map.

Amon 10. \_\_\_\_\_ (put) on the glasses. The room 11. \_\_\_\_\_ (become) bright. He 12. \_\_\_\_\_ (read) a message and 13. \_\_\_\_\_ (think) it was a legend. The cat 14. \_\_\_\_\_ (run) away, and Amon followed it.

Amon 15. \_\_\_\_\_ (leave) the pyramid. He 16. \_\_\_\_\_ (go) to the stables and 17. \_\_\_\_\_ (steal) a chariot. He 18. \_\_\_\_\_ (drive) it to the market and 19. \_\_\_\_\_ (buy) a boat. Then he 20. \_\_\_\_\_ (go) down the river.

Amon sailed for two days. He 21. \_\_\_\_\_ (drink) river water and 22. \_\_\_\_\_ (eat) bread. A storm 23. \_\_\_\_\_ (blow) his boat into a rock. He 24. \_\_\_\_\_ (fall) into the river and 25. \_\_\_\_\_ (swim) to the beach. He 26. \_\_\_\_\_ (lose) his shoes. A High Priest 27. \_\_\_\_\_ (catch) him and 28. \_\_\_\_\_ (speak) angrily: "Did you take the Pharaoh's treasure?" Amon 29. \_\_\_\_\_ (say) nothing.

The Priest 30. \_\_\_\_\_ (give) him a golden key. Amon 31. \_\_\_\_\_ (go) into a cave and 32. \_\_\_\_\_ (cut) his hand. He turned the key and 33. \_\_\_\_\_ (bring) back the lost books.

People 34. \_\_\_\_\_ (sing) songs and Amon 35. \_\_\_\_\_ (become) a hero.

But the curse of the Sun Pharaoh was real. The glasses 36. \_\_\_\_\_ (take) one memory for each secret. Amon 37. \_\_\_\_\_ (forget) the storm, the cave, and the black cat. In the end, he 38. \_\_\_\_\_ (forget) his adventure, but people remembered his bravery.

## Verb list

|        |       |       |
|--------|-------|-------|
| be     | get   | show  |
| become | give  | sing  |
| begin  | go    | sit   |
| bite   | have  | speak |
| blow   | hear  | spend |
| bring  | hold  | stand |
| burn   | know  | steal |
| buy    | leave | swim  |
| catch  | lose  | teach |
| come   | make  | think |
| cut    | put   | wake  |
| do     | read  |       |
| drink  | ride  |       |
| drive  | run   |       |
| eat    | say   |       |
| fall   | see   |       |
| feed   | shake |       |
| feel   | shine |       |
| find   |       |       |
| forget |       |       |

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