

MAKING SENTENCES - CAN - TEACHER'S NOTES

level - A1+/A2

How to use the set

The set is designed to support students in their understanding and managing basic verb **CAN**. This resource provides a comprehensive set of five gamified activities designed to practice all types of sentences: affirmative, negative and interrogative. The activities help students activate their knowledge and use it in oral or written practice to enhance the retention of what they study.

ACTIVITIES

Put the Words Together

- A classic drag-and-drop unscrambling task that helps students visualize sentence structure. It is best for foundational practice. Use this to ensure students understand the basic word order with **CAN** in the sentence.

Flying Words

- An interactive word-order game designed for speed. Encourage students to "think fast." This is ideal for improving fluency and automaticity in sentence construction.
- **Extra activity:** After the students complete the activity the images appear - ss need to say or write what they **CAN** or **CANNOT** do.

Find the Correct Word

- A grid-based puzzle that tests students' ability to select the specific word needed to complete a sentence. Use this to target specific grammar points or context understanding.
- **Extra activity:** After completing the game, the image is revealed which gives ss more speaking or written practice. SS continue saying what they/she/he **CAN** or **CANNOT** do based on the images but under the pressure of time. The image can also be used as a prompt for a written task.

Write a Sentence

- A more challenging task where students must piece together complex, longer sentences. Use this to push students toward higher accuracy with longer word counts and more complex grammatical components.
- **Extra activity:** After completing the game, the image is revealed with 36 more images representing different activities. Ss are given 2 minutes to say each sentence. After they 'use' the image they can click the picture.

Say the Sentence

- A creative production activity where students view images and generate their own original sentences, negatives, or questions. This is the stage where students apply what they have learned to express themselves freely about the visuals provided. The randomizer shows a person or an animal, the activity, a sign for a sentence, a negative or a question.



Full list of sentences used in the activities

1. Ben can ride a big bike.
2. Sophie can play the piano.
3. The yellow cheetah can run very fast.
4. Emma can swim in the pool.
5. The small airplane can fly high in the sky.
6. The students can sing a happy song.
7. The parents can cook a yummy dinner.
8. A cat can climb the tall tree.
9. A bird can sing beautifully.
10. James can draw a red flower.
11. Tom can speak English well.
12. The dog can jump over the ball.
13. Anna can read a long book.
14. The grandmother can make a sweet cake.
15. The children can play football outside.
16. The dancer can dance in the room.
17. Mom can find the keys.
18. The teachers can open the big window.
19. A monkey can climb up easily.
20. A fish can swim fast in water.
21. Lily can write a short name.
22. The students can clean the classroom.
23. The doctor can hear my heart.
24. The baby can wash his small hands.
25. The artists can paint a nice picture.
26. Oliver cannot fly like a bird.
27. The toddlers cannot swim in the cold river.
28. The brother cannot play the heavy drums.
29. Chloe cannot speak Spanish yet.
30. A snake cannot run on two legs.
31. Young children cannot drive a real car.
32. The boys cannot cook Italian food.
33. A bulldog cannot climb a vertical tree.
34. A goldfish cannot walk on the grass.
35. David cannot draw a realistic face.
36. The students cannot touch the high sky.
37. The horse cannot jump over the tall house.
38. Mia cannot find the blue pen.
1. A puppy cannot eat a plastic toy.
2. The student cannot lift the heavy box.
3. Grace cannot ride a wild horse.
4. The family cannot open the locked door.
5. The parents cannot hear the kids in the room.
6. A penguin cannot run very fast.
7. An ostrich cannot fly in the air.
8. Ryan cannot write with a broken pen.
9. The runners cannot run on the ice.
10. The cat cannot catch the fast fly.
11. Ella cannot wash the dirty car.
12. The team cannot play football in the rain.
13. Can Leo ride a big bicycle?
14. Can the dolphin swim in the deep sea?
15. Can Sarah play the acoustic guitar?
16. Can the frog jump over the fence?
17. Can the family sing a nice song together?
18. Can the students speak good English?
19. Can a cat catch a fast mouse?
20. Can a bird fly high up?
21. Can a baby walk on two legs?
22. Can Maya draw a funny monkey?
23. Can Jack run fast to the school?
24. Can Lucy make a sweet strawberry cake?
25. Can a dog find a hidden bone?
26. Can the chefs cook dinner for the guests?
27. Can a dog bark very loudly?
28. Can Noah count to one hundred?
29. Can Ruby ride a scooter well?
30. Can Toby type fast on a computer?
31. Can the hikers find the correct path?
32. Can a fish live outside of water?
33. Can Zoe write her name here?
34. Can the father hear the bird?
35. Can the girl dance to the fast music?
36. Can a parrot talk like a person?
37. Can a student read in Japanese?
38. Can the firefighter drive a car?
39. Can the teacher paint a green tree?

SYMBOLS AND NAVIGATION ARE SELF-EXPLANATORY



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