

An upside-down weekend

A2-B1 · Adults and teens · -ed and -ing adjectives

A feeling and its cause

The instructions are **confusing**. I feel **confused**.

For these pairs, **-ed** describes a feeling; **-ing** describes its cause.

People can cause feelings too: Our guide is interesting. We are interested.

1. What happened?

Max, Lena and their dog, Pip, go camping. Look at the pictures.

Take turns: describe one picture and say how someone feels.



The instructions... / They feel...



The afternoon... / They feel...



The film... / Pip feels...



The news... / They feel...

Useful pairs confusing / confused · boring / bored
frightening / frightened · exciting / excited

Make a guess: What is strange about the tent? Why is there a pizza?
Agree on a possible story. Read page 2 to compare.

The tent with a secret

2. Read the story

First, read for the story. Were your guesses close?
Then write the -ed or -ing form of each word in brackets.

FRIDAY / A difficult start

Lena and I arrived at a campsite on Friday. A sign at reception mentioned a prize for an unusual tent. We hardly noticed it.

We borrowed a tent. Its instructions were difficult to follow. They were very **1** _____ (confuse). We felt **2** _____ (confuse), but we put the tent up anyway. It looked strange. The pockets were on the outside.

Then it rained for hours. We sat in the tent with nothing to do. The afternoon was **3** _____ (bore), and we felt **4** _____ (bore). Even Pip went to sleep.

Pause: You run the campsite. What could you organise for a rainy evening?

FRIDAY EVENING / A better ending

That evening, we watched a film in the campsite's common room. Dogs were welcome. It was a scary film: really **5** _____ (frighten). A loud bang made Pip jump. He was **6** _____ (frighten) and hid under a bench.

After the film, the owner called us over. We had won the prize for the funniest tent: a free pizza dinner! The news was **7** _____ (excite), and we were **8** _____ (excite).

The owner showed us a photograph. Our tent was inside out! Lena suggested reading the instructions next time. I suggested entering an art competition.

3. Check, practise, tell

Check: Why were the pockets outside? Where did Pip hide?
Why did they win a pizza? Explain the ending to your partner.

Practise: Choose two sentences. Read them quietly, then aloud.
Stress the feeling words. Check the gaps with your teacher first.

Tell: Cover the story. Use the pictures on page 1 to retell it.
Your listener checks the order and asks about one missing detail.

Words: campsite = a place for tents; common room = a shared room;
bench = a long seat; inside out = with the inner side facing out.

Good stories start with a feeling

4. Guess the feeling

1. Choose a feeling from page 1. Keep it secret.
2. Describe a real or invented situation. Do not say the feeling.
3. Your partner guesses and asks one question. Then swap.

A: The station had ten exits. The map made no sense.

B: Were you confused? How did you find your way out?

A: Yes! I asked someone who worked there.

5. Choose a question and talk

Choose three questions each. Ask, listen and follow up.
You can invent an answer or pass.

- | | |
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| 1. What is an exciting way to spend a free day? | 7. What small surprise could improve a difficult day? |
| 2. What makes a journey boring? How can you improve it? | 8. Do you and your friends find the same things exciting? |
| 3. When did unclear instructions leave you confused? | 9. What would you do if your dog was frightened? |
| 4. What film or story do you find frightening? | 10. What is confusing about learning something new? |
| 5. What are you excited about at the moment? | 11. Would you enjoy this camping trip? Why or why not? |
| 6. Can a rainy day be interesting? What would you do? | 12. Have you ever laughed about a mistake later? What happened? |

Keep it going: Why? · What happened next? · Who helped?
Did anyone feel differently? · What made it so ...?

6. Tell your own story

Choose a small mishap. Plan with keywords, then tell your partner.

Plan → Problem → Feeling and cause → Ending

Start: It happened when... / At first... / Then... / In the end...

Listen: Find one surprising detail. Tell your partner what it was.

Try again: After feedback, tell the story with fewer notes.

Messages with feelings

Try the tasks alone. Cover the answers at the bottom until you finish.

A. Match the messages to a feeling

Write one word for each message: **bored** · **confused** · **excited** · **frightened**

1 / Noor

Three meetings about the same topic. No decisions. Two hours to go!

Feeling: _____

2 / Alex

The lights went out and something moved behind me. I ran outside!

Feeling: _____

3 / Bea

The email says Room 6. The app says Room 9. Where am I supposed to go?

Feeling: _____

4 / Luis

They've chosen my design! I'm presenting it tomorrow. I can't wait!

Feeling: _____

B. Complete the sentences

Use the -ed or -ing form of the word in brackets.

5. Two different room numbers! The information is _____. (confuse)
6. Nothing changed in the meeting. It was _____. (bore)
7. A noise in a dark room can be _____. (frighten)
8. Presenting the winning design is _____ news. (excite)

C. Change the ending

Write four sentences. Keep the tent mistake but change what happens next.

Use one feeling and explain its cause.

Check your story: Is the ending clear? Does the feeling match its cause?

Answers / check after trying

A: 1 bored; 2 frightened; 3 confused; 4 excited.

B: 5 confusing; 6 boring; 7 frightening; 8 exciting.

C: Many endings work. Example: The owner asked us to show everyone the tent. We felt confused. Then he gave us two tickets to a concert. That was exciting news!