

Part I. Types of the verb

1. Action: A person or an animate agent is involved in doing something.

Activity	➤ An activity is viewed as durative (lasting over a period of time), but not any result or achievement is implied (non-conclusive), e.g., to <i>sing, sing songs, sing together, etc.</i>
Accomplishment	➤ A person undertakes an action with a result of achievement , i.e., it is conclusive; e.g., to <i>sing a song</i>
Momentary act	➤ A agent performs an action which is viewed as punctual (taking place in a moment of time), but the action does not suggest any end or result (non-conclusive), e.g., to <i>kick, kick at the door, etc.</i>
Transitional act	➤ An “ action ” is viewed as punctual , but it is also conclusive , involving a change of state , e.g., to <i>begin, stop, arrive, etc.</i>

2. Event: An event takes place involving **an inanimate force** or object.

Going-on	➤ The going-on event is viewed as being in progress (going on), and there is no indication of an end to the going-on, e.g., to <i>rain, flow, (The cars) run (on the street), etc</i>
Process	➤ A change of state takes place or is implied; a process is also viewed as taking place over a period of time, but it issues in a conclusion, the new state , e.g., to <i>improve, decrease, etc.</i>
Monetary event	➤ An event happens, but it is viewed as taking place in a moment of time, e.g., to <i>hit, bounce, etc.</i>
Transitional event	➤ An event viewed as taking place in a moment of time, but the event also entails a change of state , e.g., to <i>arrive, come, leave, etc.</i>

3. State: A state involves temporary or permanent **characteristics, situations, mental states** as well as **positions**.

State	Quality	➤ A “quality” is a more-or-less permanent characteristic of someone or something, e.g., to <i>be/have</i>				
	Temporary state	➤ A “state” is less permanent type of situation, e.g., to <i>be</i>				
	Private state	➤ A “private state” refers to subjective states of mind and feeling <table border="0" style="display: inline-table; vertical-align: middle;"> <tr> <td style="border-left: 1px solid black; padding-left: 5px;">intellectual, e.g., to <i>know</i></td> </tr> <tr> <td style="border-left: 1px solid black; padding-left: 5px;">emotion/attitude, e.g., to <i>like</i></td> </tr> <tr> <td style="border-left: 1px solid black; padding-left: 5px;">Perception, e.g., can <i>feel</i></td> </tr> <tr> <td style="border-left: 1px solid black; padding-left: 5px;">Bodily sensation, e.g., to <i>hurt</i></td> </tr> </table>	intellectual, e.g., to <i>know</i>	emotion/attitude, e.g., to <i>like</i>	Perception, e.g., can <i>feel</i>	Bodily sensation, e.g., to <i>hurt</i>
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Stance	➤ A “stance” refers to the position that someone or something is in, e.g., to <i>lie</i>					

	DURATIVE	PUNCTUAL
NON-CONCLUSIVE	activity	momentary act
CONCLUSIVE	accomplishment	transitional act

	DURATIVE	PUNCTUAL
NON-CONCLUSIVE	goings-on	momentary event
CONCLUSIVE	process	transitional event

More verbs of different types?

1. **activity: drink, sew, write, hunt, play games, talk, etc.**
2. **accomplishment: write a letter, have a cup of coffee, fill up a tank, discover a new star, walk to that room, etc.**
3. **momentary act: tap, nod, fire (a gun), kick, knock, etc.**
4. **transitional act: sit down, catch (a ball), shoot, begin, stop, etc.**
5. **goings-on: rain, snow, boil, shine, glow, etc.**
6. **process: ripen, grow up, improve, turn red, go bad, etc.**
7. **momentary event: sneeze, explode, blink, flash, bounce, etc.**
8. **transitional event: drop, receive, catch, take off, arrive, die, etc.**