



Bong atadi!

Tudu bong?



Kung forsa di:



Ki klor isti?

21 Marsu | Klor-Klor

1

Ki sorti isti?

28 Marsu | Palskripsang

2

Ki yo nggereh?

4 Abril | Negamintu

3

Ki yo ta fazeh?

11 Abril | Tempu kontinua

4



GAME TIME

1. Fuad is hungry!
2. Fuad wants a specific food-related item you learnt last week. Of course, he doesn't love you enough, so he's only going to give you two adjectives about this item as clues.
3. We'll go round the room and you'll try and guess what food-related item Fuad wants!

ta

Yo kumih tantu figu.

Yo ta kumih tantu figu.

ta

Yo kumih tantu figu.

Yo ta kumih tantu figu.

I eat a lot of bananas.

I am eating a lot of bananas.

ta

Eli prendeh Kristang.

Eli ta prendeh Kristang.

He learns Kristang.

He is learning Kristang.

GAME TIME

1. We're going to play CHARADES!
2. Stay in the same two teams as just now.
3. Everybody take a piece of paper and write an action in Kristang on it for the other team to act out.

GAME TIME

4. Each turn, one team sends a representative to take a piece of paper.
5. That representative must act out whatever is on the piece of paper for his team to guess in thirty seconds.

Ki bos ta fazeh?

Bos ta...

RESTU

Andah-andah

Bebah agu

Drumih impoku

ta

Eli teng gatu.

*Eli ta teng gatu.

ta

Eli sabeh Kristang.

*Eli ta sabeh Kristang.

ta

Eli gostah Kristang.

?Eli ta gostah Kristang.

GAME TIME

1. We're going to play Androidi kontra Kletura!
2. We're all going to be either Androidi (Androids) or Kletura (Humans).
3. Humans and Androids look exactly alike, but the Humans are worried that the Androids will gain sentience and take over, so they're trying to secretly destroy them one by one.

GAME TIME

4. Each night, the Androids shut down to recharge, and the Humans are able to destroy one of them.
5. Each day, the Androids practice their routines among themselves. However, Humans do not have access to these routines, and the Androids are able to try and figure out who is Human.

GAME TIME

5. How play works:

a. THERE ARE 20 ROUNDS.

b. EVERYONE WILL GET AN INSTRUCTIONS SHEET. LOOK AT THE LINE MARKED SI (BETWEEN 10 AND 11).

THIS WILL TELL YOU WHETHER YOU'RE AN ANDROID OR A KLETURA. THERE ARE 8 KLETURA.

c. DO NOT TELL ANYONE YOUR ROLE.

GAME TIME

- c. If you ARE Androidi, you HAVE to work together to find out who is Kletura.
- d. If you ARE Kletura, you must destroy all the Androidi.
- e. Each round has two components: dia kung anoti.

GAME TIME

- g. In the day, EVERYBODY GOES AROUND ASKING EACH OTHER THE EXACT SAME QUESTION, which I will post ON SCREEN.
- h. THERE ARE ONLY FOUR CORRECT ANSWERS TO EACH QUESTION. If you ARE AN Androidi, you HAVE ONE OF THESE FOUR CORRECT ANSWERS. SAY ONLY THIS ANSWER.
- i. If you ARE A Kletura, you do NOT HAVE this.

GAME TIME

- j. After 1 minute, everybody sits in a circle, and votes on who is Kletura. The person who receives the most votes, regardless of their actual role, is eliminated from the game.
- k. Then it becomes night. All close their eyes, but the Kletura then open them (at my command) to silently vote which Androidi to destroy.

Write “IB-0517-04” in the top right hand corner.

1. Three sentences using ta.
2. Anything you found difficult today.



KABAKATRA
Exit Cards

Kung forsa di:



UNRAVEL
The accessible linguistics magazine



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Ki yo ja fazeh?

18 Abril | Tempu pasadu

5

Mutu grandi merseh
Sesang prosimu 18 Abril

