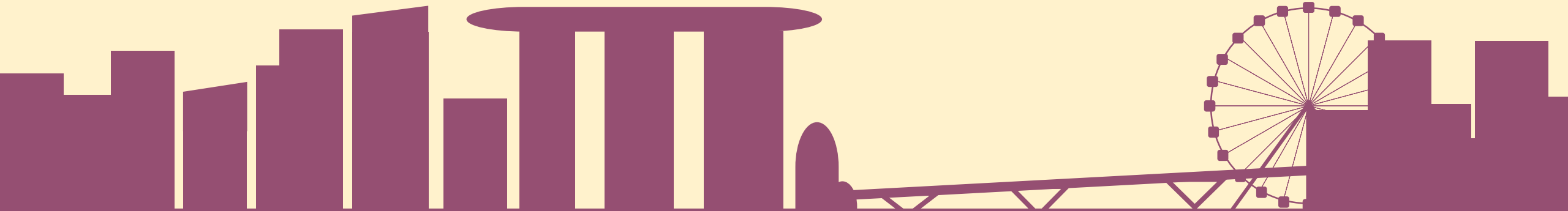




Bong atadi

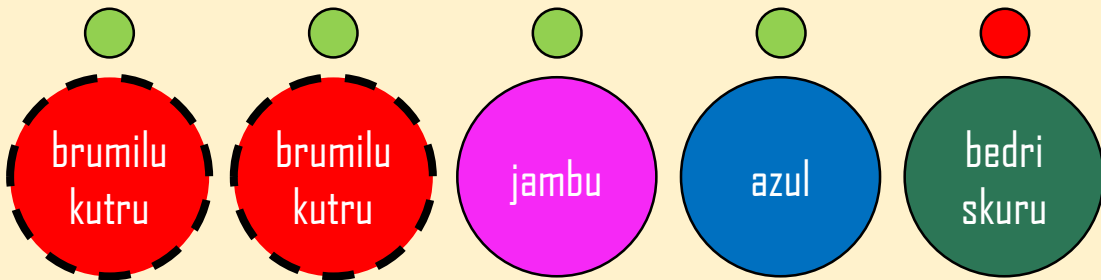
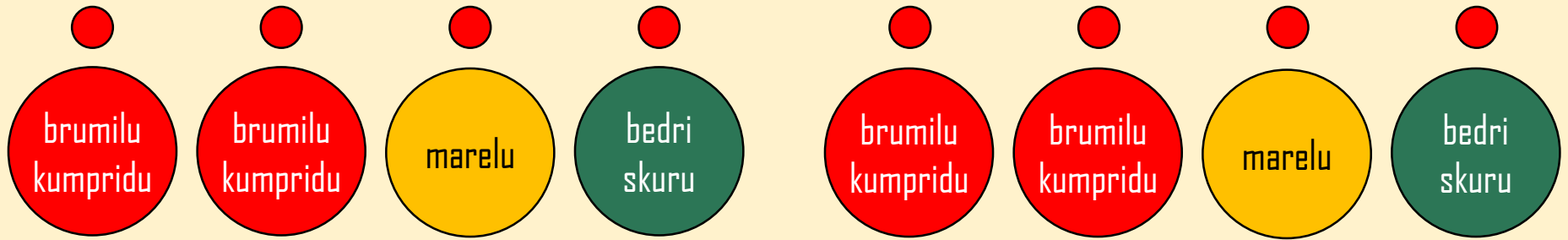
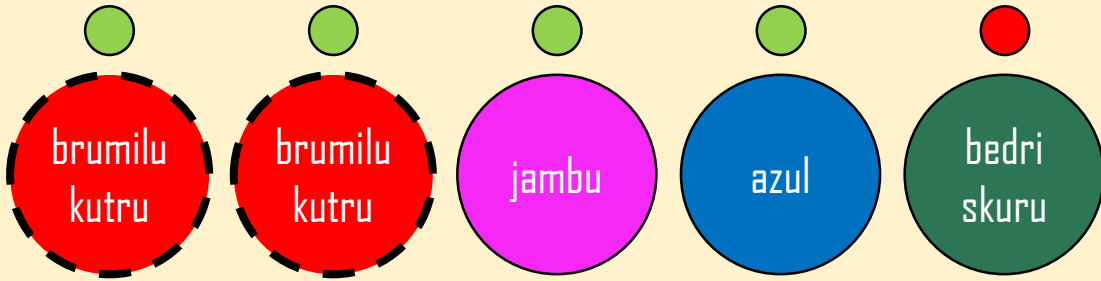
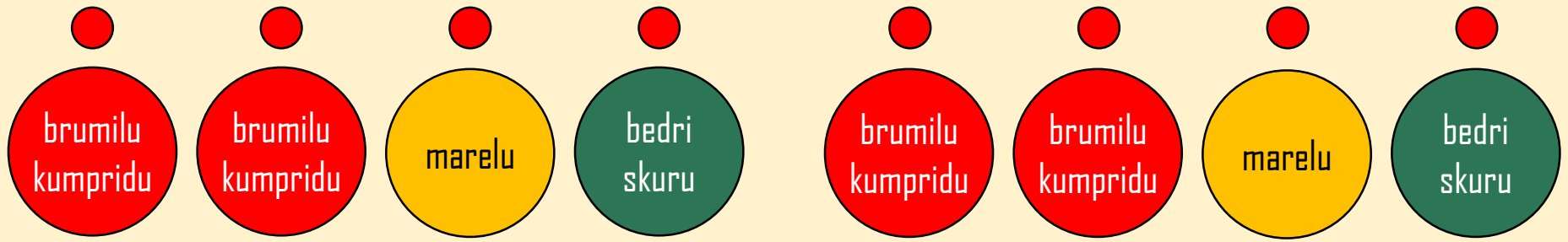
Kodrah Kristang 1B
Lesson 2

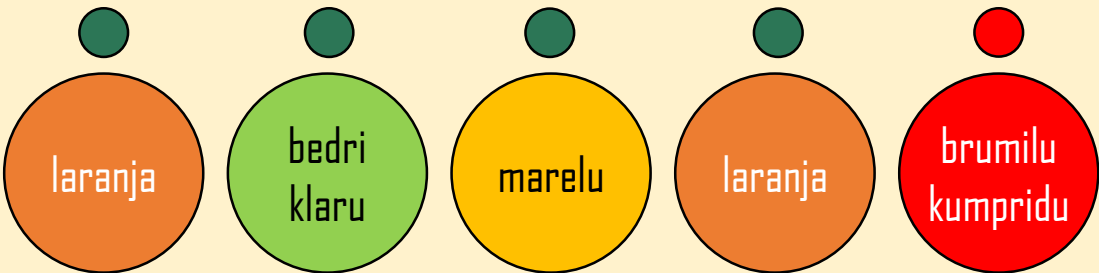
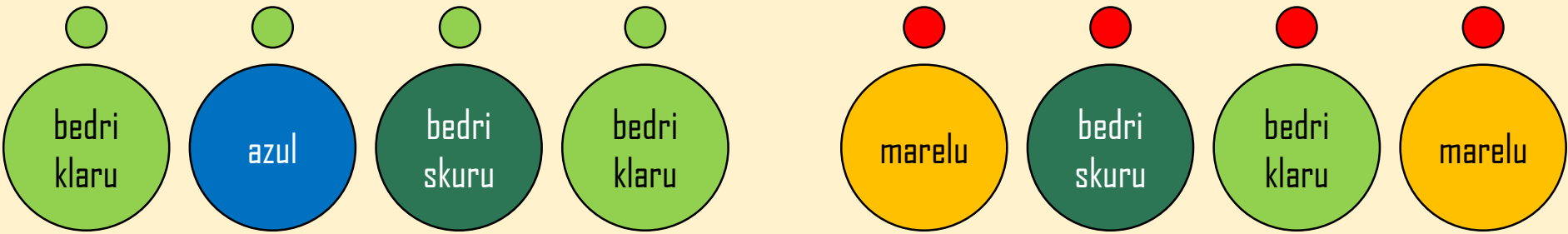
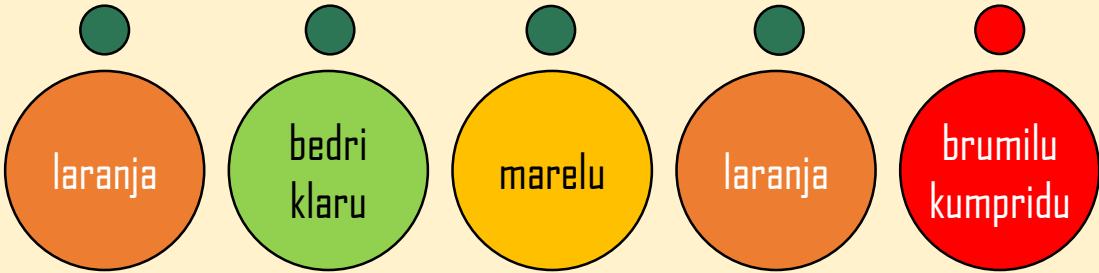
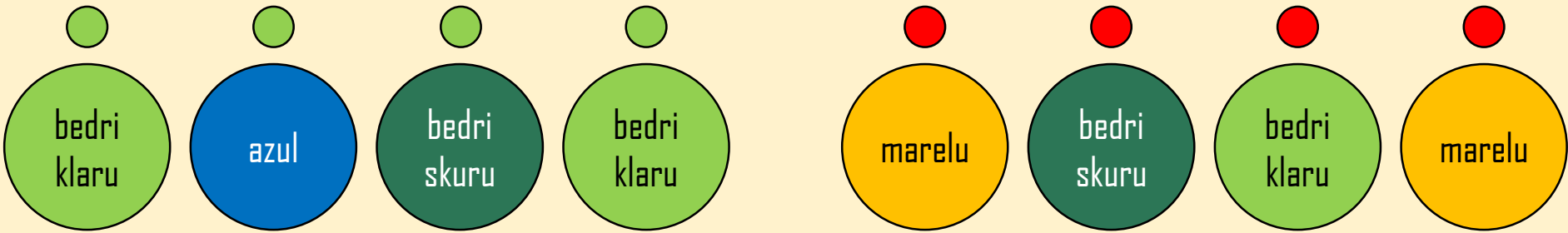


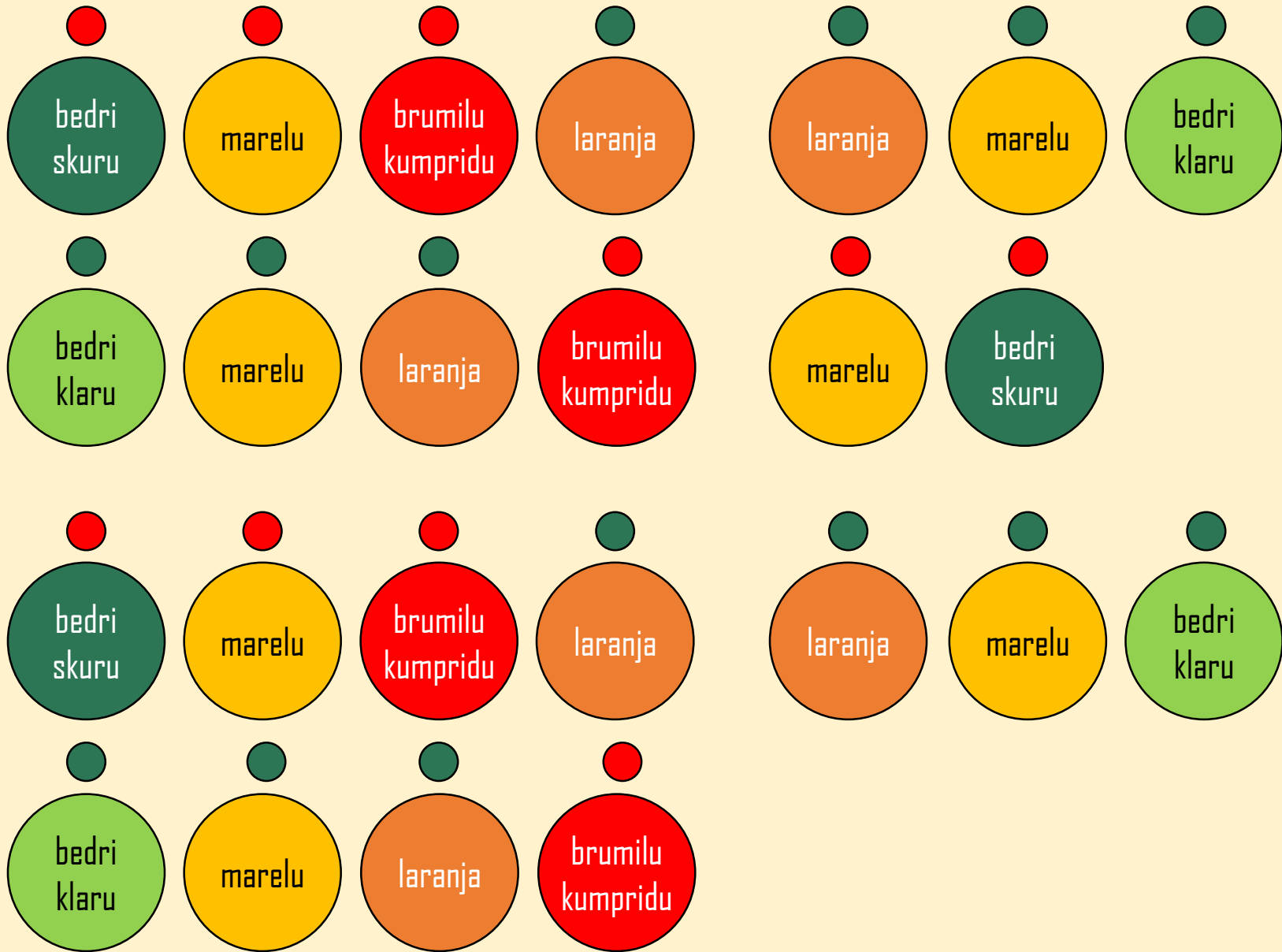
GAME TIME

1. Form two groups.
2. We're going to LEARN how to play Jingkli Nona with Boomwhackers!
3. Take a Boomwhacker from the table.
4. If you HAVE MUSICAL EXPERIENCE, please take a brumilu kumpridu, bedri klaru OR bedri skuru.

trabalu	fasel	trabalu	miu	trabalu	mutu fasel	mutu tantu fasel	mutu tantu fasel
							
14 breng (riba)	10 breng	18 breng	12 breng (riba)	14 breng (riba)	4 breng	2 breng	2 breng
36 breng (basu)			16 breng (basu)	22 breng (basu)			







Adjetivu

Yo teng irmang.

Yo teng irmang keninu.

*Yo teng keninu irmang.

Adjetivu

Yo sa mestri teng nali.

Yo sa mestri machu teng nali.

*Yo sa machu mestri teng nali.

GAME TIME

1. EVERYBODY GETS AN ADJECTIVE CARD!
2. EACH CARD HAS AN OBJECT AND AN ADJECTIVE ON IT.
3. FIND THE PERSON IN THE ROOM WHO HAS THE SAME OBJECT AS YOU; THAT PERSON HAS THE OPPOSITE OF YOUR ADJECTIVE.

GAME time

Ki bos teng?

Yo teng kareta keninu.

GAME TIME

1. EVERYBODY GETS AN ADJECTIVE CARD!
2. EACH CARD HAS AN OBJECT AND AN ADJECTIVE ON IT.
3. FIND THE PERSON IN THE ROOM WHO HAS THE SAME OBJECT AS YOU; THAT PERSON HAS THE OPPOSITE OF YOUR ADJECTIVE.
4. NOW, IN PAIRS, YOU'RE GOING TO TEACH THE CLASS WHAT YOUR ADJECTIVES MEAN! TAKE 5 MINUTES TO PLAN HOW YOU'RE GOING TO DO THIS.

Alegri
Tristi

Altu
Basu

Altu
Kaladu

Bagah
Presta

Belu
Krensa

Belu
Nubu

Besta
Chadu

Bong
Mal

Bunitu
Feu

Friu
Kenti

Godru
Margu

Grandi
Keninu

Kumpridu
Kutru

Lebi
Pezadu

Pobri
Riku

Sedu
Tadri

GAME TIME

1. Form five groups!
2. We're going to play Apples to Apples in Kristang!
3. Each group gets two decks - a noun deck, and an adjective deck.
4. DEAL EVERYONE SIX CARDS EACH FROM THE NOUN DECK.

GAME TIME

5. Each turn, someone in your group is the judge. XE will draw a card from the adjective deck and place this face up in front of everyone.
6. Select one of the six noun cards in your hand that you think best suits the adjective in play.
1. The judge will collect everyone's noun cards and decides whose card fits the adjective the best. That person gets a point!