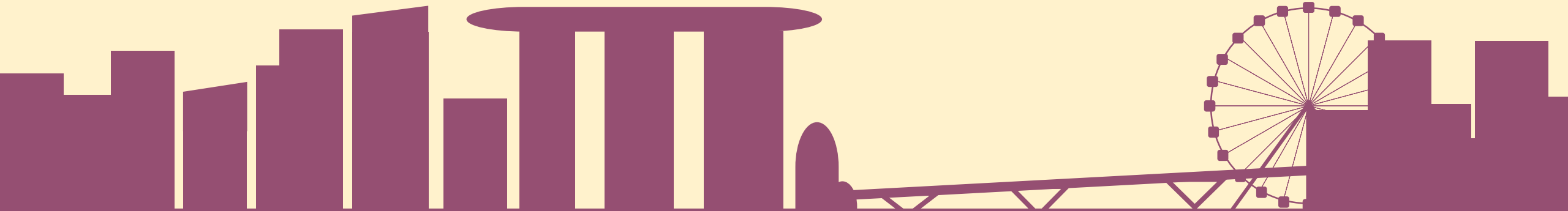# Bong atadi

Kodrah Kristang 1A
Lesson 5

Game time

1. Form groups of 4 and take a deck of cards!
2. The dealer deals 5 cards to each player and places the other cards facedown in the centre.
3. On a player's turn, that first player asks for a specific card of a particular number from any other player. The first player must already hold one card of that number in order to request for it. For example, if Alison has a 4, she can ask Barry for 4s.

Game time

4. The construction that players should use to ask is "(nomi), yo kereh bos sa (namba)"
5. If the second player / the player being asked has cards of the number requested for, that second player must give all of their cards of that number to the first player, the player who requested for them. This first player then gets another turn and may repeat step 2 with any other player.

Game time

b. If the second player does not have any cards of the requested number, the second player says "Bai peskah!" and the first player must take a card from the deck. If this card matches what the first player was asking for, they get another turn as described in step 4. If not, they keep the card and end their turn.

Game time

1. Once a player collects 4 cards of the same number in their hand, they place these cards in front of them. The game ends when the deck has run out and a player has no cards in their hand. The winner is the player with the most full sets of 4 cards.

1 Ngua

Dos 2

Kuartu

Singku5

6 Seis

Seti 7

Novi 9

10 Des

trezi

dizseis 16

Game time

1. We're going to play Connect Six!
2. Each group gets an A3 grid and four dice.
3. Each turn, roll the dice. Say the number you get out loud, and write the number you get on the grid.
4. The first person to make a sequence of six consecutive numbers on their turn wins! e.g. 4, 5, 6, 7, 8, 9. You can use other people's numbers.

RESTU

Andah-andah

Bai kakus

Bebeh-bebeh

20

binti

21 binti ngua

22

binti dos

30

trinta

Game time

1. We're all going to be zookeepers (jardineralu) at a Eurasian zoo called Jarding Animal Sarkies.

2. Jarding Animal Sarkies has 12 different gardens and enclosures with different animals.

3. The head jardineralu or zookeeper (mestri) will first brief you on how many animals there are supposed to be in each of the 12 gardens or enclosures (the charts on the wall) and you should fill up the first column of the handout.

Game time

4. You will then individually or in pairs head out to count the animals in each of the charts on the wall and writing this down in the second column of their handout.

5. If the number of animals in the garden in both columns matches, you write "Dretu" in the third column. If it does not match, jardineralu write "Falsu" and write how many animals are missing using "nteh" e.g. "Nteh 4 kabalu".