

Bong atadi Kodrah Kristang 1A Lesson 9





OZI SA ICON-ICON BENG DI

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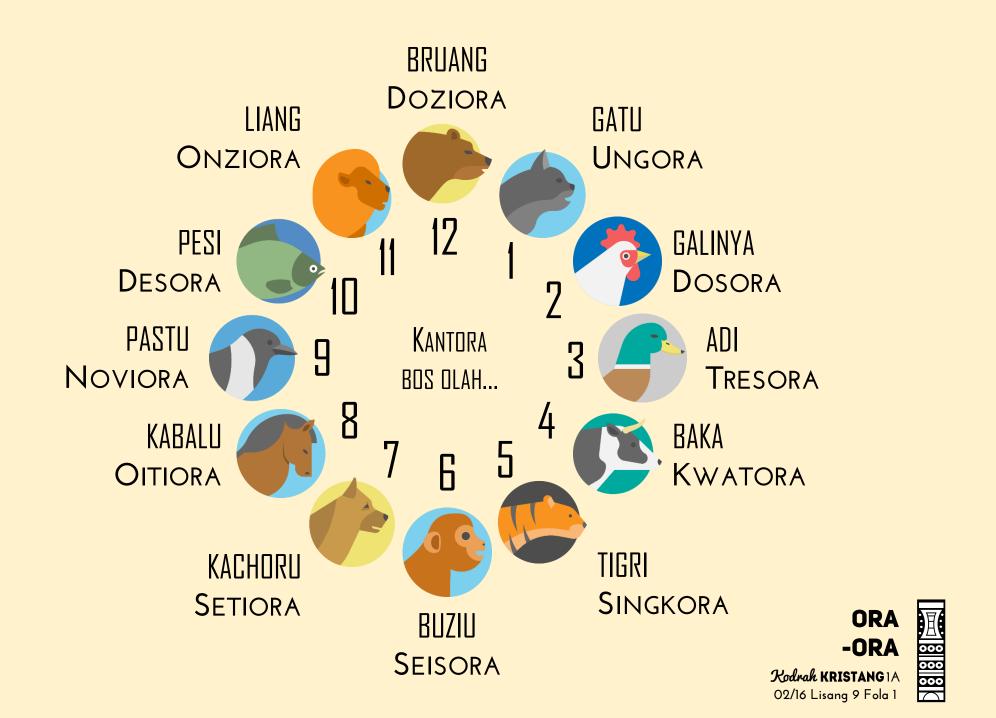


Kantora agora?

Ora Bridu

Bredu Bridu

Kantora bos olah...



Game time

- 1. Grab a meza di dia ('timetable').
- 2. The timetable tells you where you are at each hour.
- 3. You need to find out who else in class is where you are at each time! Write their name next to the place.
- 4. You can write each person's name at most twice.

RESTU

Kumih-kumih Andah-andah Bai kakus



07:00 setyora <u>pamiang</u> 19:00 setyora <u>atadi</u>

10:00 desora <u>pamiang</u> 22:00 desora <u>anoti</u> 01:00 ungora <u>anoti</u> / <u>pamiang</u> 13:00 ungora <u>midia</u> 08:00 oitora

08:30 oitora <u>miu</u>

11:00 onzyora

11:30 onzyora <u>miu</u>

Game time

- 1. In the same groups, take a world map and a timezone tracker!
- 2. Your group has exactly one friend in each city labelled on the world map.
- 3. You've just received a phone call from one of these friends, Alan. However, you don't remember where Alan lives.

Game time

- 4. Because you're too embarrassed to admit this to Alan, you WhatsApp Each of your other friends in turn and ask them what time it is.
- 5. Because you know what time it is where you are (12 noon in Lisbon), by process of elimination, you will be able to determine where Alan lives.

 6. Most of your friends' responses are pinned up
- b. Most of your friends' responses are pinned up on the wall.

GAME time

- 1. Two friends' responses are with the Judanti; you need to ask them about these two people.
- 8. The number on the world map next to each place is the time difference between Lisbon and that particular place.
 - e.g. Praia has -1, so it is 1 hour behind Lisbon.
- 9. Be the first group to work out where Alan stays!

Bolotu teng na Lisbon. Agora doziora midia.

