

NAME: \_\_\_\_\_ GROUP: \_\_\_\_\_

TEACHER: \_\_\_\_\_ DATE: \_\_\_\_\_

SCORE \_\_\_\_\_ / 20 points

I. Listen. Read P.B. page 50. Complete the sentences using the words from the box. There is ONE extra option you do NOT need \_\_\_/10pts.

energy	complex	many	electricity	push	computer
simple	help	pull	<b>Machines</b>	parts	bike

0. **Machines** make our lives easier.
1. They can be simple machines with only a few \_\_\_\_\_ or they can be \_\_\_\_\_ machines with lots of parts.
2. Simple machines always need our \_\_\_\_\_ to make them work. We have to \_\_\_\_\_ or push them.
3. A swing in a park is a \_\_\_\_\_ machine.
4. Some complex machines need our energy too, like a \_\_\_\_\_. A bike is a complex machine with \_\_\_\_\_ different parts.
5. Many complex machines need \_\_\_\_\_ to work, like a \_\_\_\_\_.
6. Machines \_\_\_\_\_ us at home or school or at work. We use machines every day.

II. Read PB page 62. Write **C** for carnivore **H** for herbivore or **O** for omnivore. \_\_\_/5pts.

0. People.       O      

1. chicken \_\_\_\_\_
2. dolphin \_\_\_\_\_
3. rabbit \_\_\_\_\_
4. kangaroo \_\_\_\_\_
5. shark \_\_\_\_\_

III. Read and write T for true or F for false. \_\_\_/5pts.



**NAME:** Zebra  
**GROUP:** Mammal  
**COLOUR:** Black and white stripes  
**LIVES:** In African grasslands  
**FOOD:** Herbivore (grass)

Zebras have got four legs and a long tail. Their ears are bigger than a horse's ears. They can run quickly. They live in big groups.



**NAME:** Adélie Penguin  
**GROUP:** Bird  
**COLOUR:** Black and white  
**LIVES:** In Antarctica  
**FOOD:** Carnivore (fish)

Penguins have got two short legs, wings and a beak. They have feathers. They can swim very quickly, but they can't fly. They live in big groups.

0. Zebras ears are bigger than a horse's ears. T

1. Zebras have got four legs. \_\_\_\_\_
2. Zebras have got a short tail. \_\_\_\_\_
3. Penguins live in African grasslands. \_\_\_\_\_
4. Penguins are carnivores. They eat fish. \_\_\_\_\_
5. Penguins can fly. \_\_\_\_\_