Vocabulary Part II : Akukulu game

Section A : Match the words with their correct meanings: Put the correct number from Column "A" in the space provided with the column "B"

Words	Meanings
1. Seeker	……A. A safe place or starting point in a game
2. Variant	…….B. To speak or answer back
3. Home base	…….C. A person who looks for hidden players
4. Imitate	…….D. To copy the behavior or sound of something
5. Reply	…….E. A version or type of something
6. Stealthily	……..F. A sound or vocal noise
7. Capture	……..G. To catch or hold someone
8. Sound	……..H. Doing something quietly or secretly
9. Traditional	……..I. Passed down through generations; cultural
10.Participate	……..J. To take part in an activity

Section B : Select the correct letter from the Word Bank , and put in the space provided in the given paragraph below.

Word Bank:

a) variant,	b) homes,	c) chalk,	d) stone,
e) jump,	f) forfeited,	g) property,	h) successfully,

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i) entitles, j) sign

Fill in the blanks using words from the word bank:

Segno Maksegno is a traditional Ethiopian game that is a **(1)** _____ of hopscotch. To play the game, players draw a series of boxes on the ground using **(2)** _____ or a stick. These boxes are called **(3)** _____, and each one represents a place a player might own during the game.

The game starts when a player throws a **(4)** _____ into one of the boxes. They must then **(5)** _____ through the boxes without stepping on the one with the stone. If a player steps in the wrong place or loses balance, they have **(6)** _____ their turn and must wait until the next round.

If a player moves through the course **(7)** _____, they can claim a box as their own. This gives them **(8)** _____ to use the box while others cannot. The player can even write their name or a **(9)** _____ in the box to show ownership. The game continues until all the boxes become **(10)** _____ or impossible to reach.

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