

## **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:**

i) entities, 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.