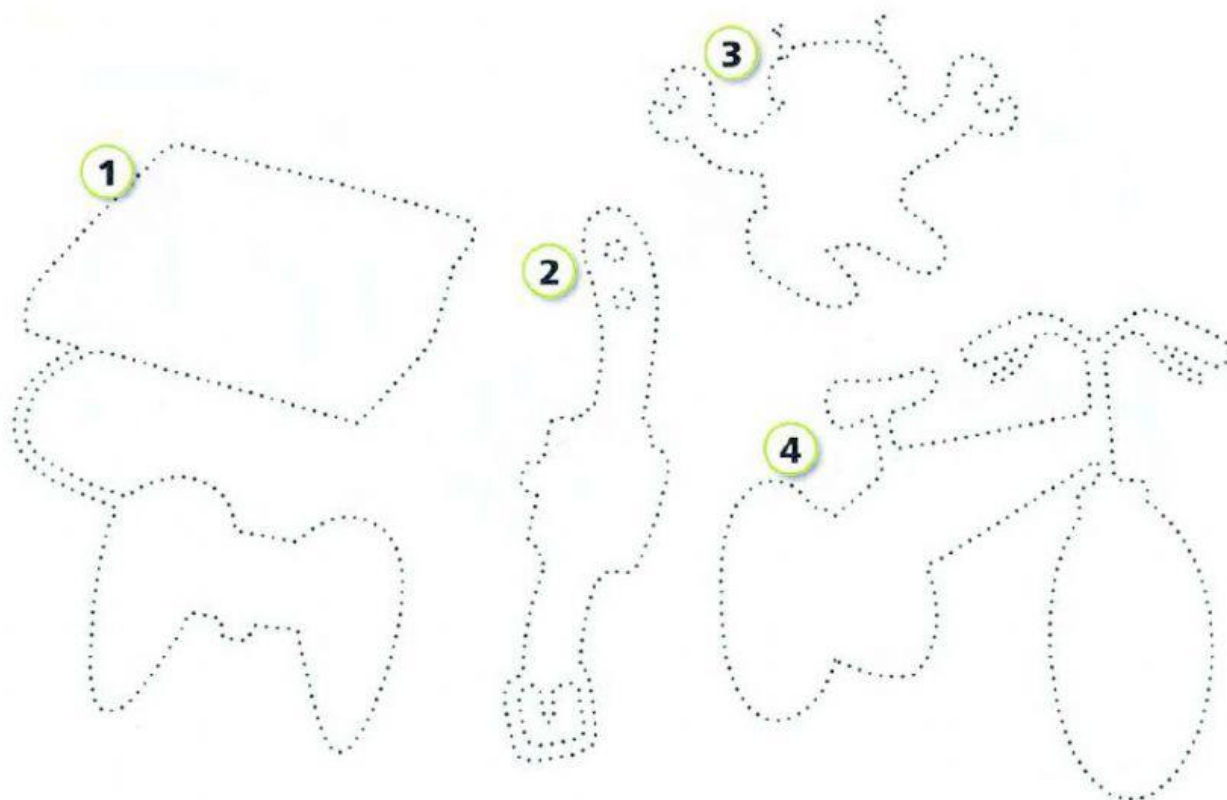


5 Trace. Then read and tick (✓) or cross (X).



1 Is it a computer game?

☐

3 Is it a robot?

☐

2 Is it a train?

☐

4 Is it a scooter?

☐

6 Trace. Then write and answer Yes or No.



1 Is it a TV? No

2 _____ a ball? _____

3 _____ a bike? _____

4 _____ a watch? _____

5 _____ a bat? _____

Lesson 3: 5 Pupils trace over the outlines. Then they tick (✓) the questions to which the answer is Yes, and cross (X) the questions to which the answer is No.
6 Pupils trace over the outline of the bat. Then they complete the questions and answer Yes or No.