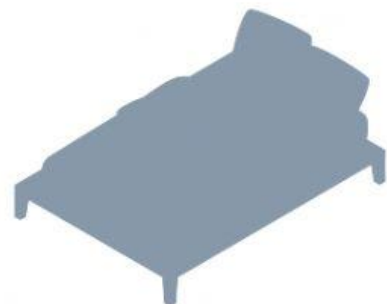
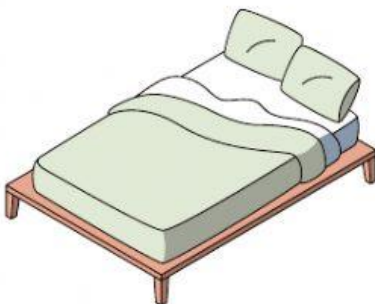


Posłuchaj piosenki i powtarzaj słownictwo.





Dopasuj meble do ich cieni. Poznaj ich wymowę, klikając na głośniczki.





Posłuchaj zdań. Zaznacz, czy są prawdziwe (green) czy fałszywe (red).

True

False



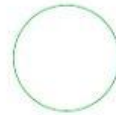
This is a desk.



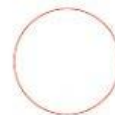
This is a table.



This is a chair.



This is a window.



This is a lamp.





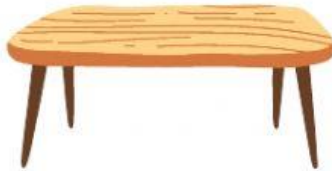
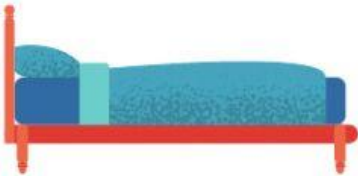
Posłuchaj zdania. Kliknij odpowiedni mebel.



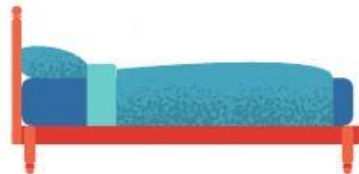
There is a table.



There is a lamp.



There is a chair.

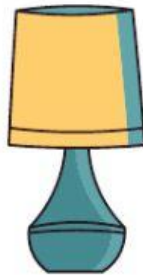
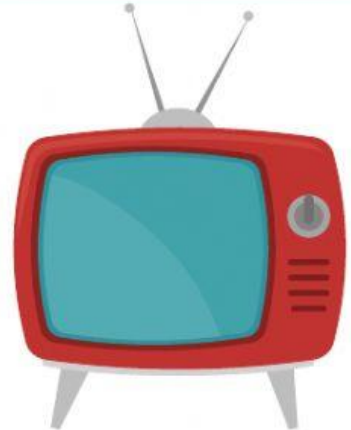


There is a window.





Zaznacz te meble, które mały kotek ma w pokoju. Posłuchaj jego wypowiedzi i oznacz te elementy, klikając na nie.



IN MY ROOM I'VE
GOT:



DESK



CHAIR



WINDOW



LAMP



BED



TABLE

