

1) Match the object (Ligue o objeto ao seu nome correto)

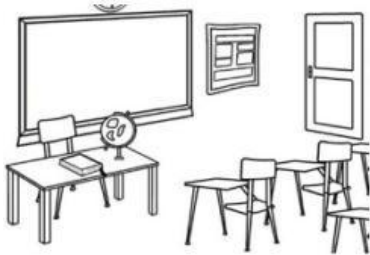


CLOCK

CHAIR

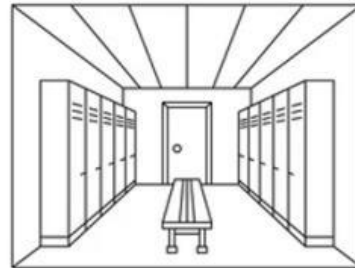


2) Colour the place's name (Pinte o nome do local)



CLASSROOM

COURT



LIBRARY

LOCKER
ROOM

3) Circle where we find a computer. (Circule o local onde encontramos um computer.)

- LIBRARY
- CAFETERIA

4) Circle where we find a basketball. (Circule o local onde encontramos uma basketball)

- CLASSROOM
- COURT