

Part II: Main idea questions for “Akukulu Game”

Answer the following questions based on the reading

1. What is the main idea of the Akukulu game?

- A. A game where players chase each other
- B. A traditional Ethiopian hiding game with rules for hiding and seeking
- C. A singing contest for children
- D. A game played in teams with a ball

2. What is the main role of the seeker in Akukulu?

- A. To sing songs and dance
- B. To find hidden players after they respond with “Nega!”
- C. To build a house using chalk lines
- D. To hide from the others

3. What is the main idea behind the players saying “Alnegam!”?

- A. They are ready to be found
- B. They are not ready and the seeker should wait
- C. They want to stop the game
- D. They are calling the seeker

4. What is the main purpose of making the “coocoolu” sound in the game?

A. To annoy the other players	B. To tell the players to hide quickly
C. To imitate a cock signaling morning	D. To signal the end of the game

5. **What does the phrase “Nega!” mainly signal in the game?**

- A. That the players want to quit
- B. That the seeker should start counting
- C. That hiding is done and the game continues
- D. That the players are scared

6. **What is the main goal of the hidden players in Akukulu?**

- A. To hide forever
- B. To scare the seeker
- C. To reach the wall without being caught
- D. To capture the seeker

7. **What is the main idea of calling out someone's name in the game?**

- A. It means they win
- B. It marks their turn to hide
- C. It identifies and captures them
- D. It makes them invisible

8. **What is the main idea behind kissing the wall in the game?**

- A. To mark the end of hiding
- B. To show love for the wall
- C. To celebrate
- D. To declare themselves safe from being caught

9. **What does the game Akukulu mainly teach children?**

- A. Speed and hiding skills
- B. Singing and clapping
- C. How to build walls
- D. Cooking traditions

10. **What is the main idea of the wall in the game?**

- A. It is a place to hide behind
- B. It is a home base for the seeker and hidden players
- C. It is just a decoration
- D. It separates the teams

11. **What is the purpose of waiting for all players to say “Nega!” before starting to search?**

- A. To make sure everyone is ready and hiding
- B. To give the seeker a break
- C. To delay the game
- D. To confuse the players

12. **What is the main idea of how the game ends for each player?**

- A. When they hide again
- B. When they are caught or reach the wall safely
- C. When the seeker leaves
- D. When they say “Nega!”

13. **What is the importance of the seeker not looking during hiding?**

- A. It keeps the game fair
- B. It saves time
- C. It scares the players
- D. It helps the seeker win

14. **What does the “home base” or “Mariam” represent in the game?**

- A. A hiding place
- B. A church
- C. A neutral and safe zone
- D. A finish line

15. **Why is Akukulu considered a traditional game?**

- A. It is only played in schools
- B. It involves traditional food
- C. It has been passed down through generations in Ethiopia
- D. It uses modern technology

16. **What makes a hidden player “captured”?**

- A. When they scream
- B. When they refuse to play

- C. When the seeker calls their name before they reach the wall
- D. When they fall

17. What is the best summary of how Akukulu is played?

- A. Players take turns jumping over lines
- B. Players hide while the seeker makes sounds and then tries to catch them
- C. Players pass a ball and sing
- D. Players chase each other around in circles