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

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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

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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

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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

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