

## 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