

Vocabulary Part II : Akukulu game

Section A : Match the words with their correct meanings: Put the correct number from Column “A” in the space provided with the column “B”

Words	Meanings
1. Seeker	A. A safe place or starting point in a game
2. Variant	B. To speak or answer back
3. Home base	C. A person who looks for hidden players
4. Imitate	D. To copy the behavior or sound of something
5. Reply	E. A version or type of something
6. Stealthily	F. A sound or vocal noise
7. Capture	G. To catch or hold someone
8. Sound	H. Doing something quietly or secretly
9. Traditional	I. Passed down through generations; cultural
10.Participate	J. To take part in an activity

Section B : Select the correct letter from the Word Bank , and put in the space provided in the given paragraph below.

Word Bank:

- | | | | |
|-------------|---------------|--------------|------------------|
| a) variant, | b) homes, | c) chalk, | d) stone, |
| e) jump, | f) forfeited, | g) property, | h) successfully, |

i) entitles,

j) sign

Fill in the blanks using words from the word bank:

Segno Maksegno is a traditional Ethiopian game that is a (1) _____ of hopscotch. To play the game, players draw a series of boxes on the ground using (2) _____ or a stick. These boxes are called (3) _____, and each one represents a place a player might own during the game.

The game starts when a player throws a (4) _____ into one of the boxes. They must then (5) _____ through the boxes without stepping on the one with the stone. If a player steps in the wrong place or loses balance, they have (6) _____ their turn and must wait until the next round.

If a player moves through the course (7) _____, they can claim a box as their own. This gives them (8) _____ to use the box while others cannot. The player can even write their name or a (9) _____ in the box to show ownership. The game continues until all the boxes become (10) _____ or impossible to reach.
