

Contextual Multiple Choice Questions with Answers – Gebet'a Game

- 1. What does the passage suggest about the change in how children spend their time?**
 - A. Children now prefer traditional games.
 - B. Outdoor games are more encouraged.
 - C. Electronic devices are replacing traditional games like Gebet'a.
 - D. Children still play Gebet'a as much as before.
- 2. What can be inferred about the materials used for Gebet'a boards?**
 - A. They had to be bought from a store.
 - B. They were usually expensive.
 - C. They could be made from simple or natural materials.
 - D. They were made from plastic and rubber.
- 3. Why are the large holes at the ends of the board important?**
 - A. They signal the end of the game.
 - B. They are used to store or hold the playing pieces.
 - C. They are never used during the game.
 - D. They are used to begin a player's turn.
- 4. What does the word "sowing" in the passage suggest about the origin of the game?**
 - A. It was created by scientists.
 - B. It has roots in modern board games.
 - C. It may have agricultural or farming origins.
 - D. It is unrelated to farming or planting.

5. **Why is the term "sowing" a suitable name for the method of moving seeds?**
- A. Because it is fun to say
 - B. Because it involves scattering seeds like in farming
 - C. Because players throw seeds into the air
 - D. Because players hide the seeds underground
6. **What does the passage imply about the simplicity of Gebet'a?**
- A. It is confusing and requires many tools.
 - B. It is simple and easy to play with natural items.
 - C. It can only be played indoors.
 - D. It needs supervision by adults.
7. **Why do you think players are limited to choosing certain holes on their side of the board?**
- A. To make the game slower
 - B. To avoid using too many seeds
 - C. To keep the game fair and balanced
 - D. To make it harder to win
8. **From the description of the two-row and four-row boards, what can you conclude about the game's design?**
- A. It changes depending on region or style.
 - B. Only children play the four-row version.
 - C. The four-row version is easier.
 - D. There is only one official design.

9. **What does the phrase "although there might be some variance" suggest about the rules of Gebet'a?**

- A. The rules are always the same.
- B. There are strict official rules.
- C. Different people might play with slightly different rules.
- D. Only one version of the game exists.

10. **How does the passage reflect the cultural importance of Gebet'a?**

- A. It shows that Gebet'a was used for farming.
- B. It shows that Gebet'a was a popular traditional game now at risk of being forgotten.
- C. It shows that Gebet'a is now a digital game.
- D. It focuses mainly on the speed of the game.