

**A poem My robot**

→ Manuel p. 108

**1. Read the poem and find the opposite of these words.**

day ≠ ..... wrong ≠ .....

destroy ≠ ..... question ≠ .....

**2. Who is it? Write "the robot" or "the boy" for the underlined words.**

"He helps me" = ..... • .....

"I built him" = ..... • .....

"he learned from me" = ..... • .....

**3. Now, guess who the sentences are about.**

He can build machines resembling humans. = .....

He does homework. = .....

He doesn't do his homework. = .....

He's sometimes wrong. = .....

**4. "so he only knows the things he learned from me"**

**What does this sentence mean? Tick the correct answers.**

- The robot learns things from the teachers.
- The robot learns things from the boy.
- The boy doesn't know many things.
- The robot knows a lot of things.
- The robot doesn't know many things.

**5. GAME TIME!** Imagine what your ideal robot can do.

Think of three actions and mime them to your classmate.

A poem

# Earth Day

→ Manuel p. 109

1. The lines in stanza 1 mixed up! Work in pairs and write the lines in the correct place.

And the Earth is me.

Is blood and muscle

honey tree,

Each

I am the Earth

.....

Each blade of grass,

.....

Each bit of mud,

And stick and stone

.....

Skin and bone.

2. Read the entire poem p. 109 and tick the correct answers.

- a. The Earth is like a human body.
- b. Every part of Earth is important.
- c. The Earth isn't important at all.
- d. The Earth isn't alive.
- e. The poet celebrates the Earth.

3. **GAME TIME!** Work in pairs. Choose a stanza and learn it by heart with your classmate. Decide which lines you're going to say and say your stanza to the class.

A cartoon

# Dennis the Menace

→ Manuel p. 110

1. Read the introduction and write the correct word under each picture.



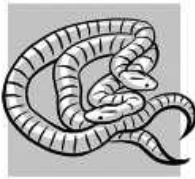
.....



.....



.....



.....



.....

2. Read the cartoon and circle Right or Wrong.

- a. There are four children: two boys and two girls.
- b. The children are playing a memory game.
- c. The boy with the red pencil wants to be a soccer player.
- d. The children must draw their future job.
- e. Dennis knows his future job.
- f. Dennis knows which costume he wants to have for Halloween.

Right	Wrong
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

3. **GAME TIME!** Draw a job and show it to your classmate who must guess it.

A cartoon

# Wizard of Id

→ Manuel p. 111

1. Read the introduction and the cartoon. Who's the wizard? Circle the correct answers.

He's got a dog.

His pet's name's Henry.

He can cast spells.

He likes licking people's faces.

2. Put the sentences in chronological order.

- a. There's a woman in the park.
- b. The wizard's wife doesn't want him to get into trouble.
- c. The woman's dog is licking her face.
- d. The wizard wants to take Henry for a walk.
- e. The wizard's face is full of barbs.
- f. Licking is a way to show love.
- g. Henry wants to lick the wizard's face.

1: .....	2: .....	3: .....	4: .....	5: .....	6: .....	7: .....
-------------	-------------	-------------	-------------	-------------	-------------	-------------

3. **GAME TIME!** Work in pairs.

Pupil A. Say one of these onomatopoeias (sounds).

*ouch • knock, knock • yuck • shh • yum, yum • gosh • oops*

Pupil B. Find the situation.

You're eating something good.

You're sorry.

You want to enter a house.

You hurt yourself.

You want silence.

You're surprised.

You're eating something disgusting.

A novel

# The Chronicles of Narnia

→ Manuel pp. 112-113

## 1. Answer these questions.

a. What's the Faun's name? .....

b. What's the girl's name? .....

c. Where are they? .....

## 2. Find in the text the sentences or expressions showing that...

a. The Faun saluted the girl.

.....

b. The girl doesn't understand the Faun's questions.

.....

c. The Faun has never met a human before the girl.

.....

d. Lucy has never been to Narnia.

.....

f. A wardrobe in Lucy's house opens out into Narnia.

.....

## 3. Find the words in the text and write the correct word under each picture.

a lamp-post • a castle • puzzled • a wardrobe • a parcel • woods



.....

## 4. GAME TIME! Work in pairs and act out the dialogue from line 7 to 13.

**A sketch The English Teacher**

→ Manuel pp. 114-115

**1. Answer these questions.**

- a. Who's Mr Brown? .....
- b. Where is he? .....
- c. Who is he with?.....
- d. What does he want them to do? .....

**2. Focus on the names of the characters. Can you guess...  
(Several answers are possible.)**

- who's French? .....
- who's Italian? .....
- who's German? .....
- who's Japanese? .....
- who's Spanish? .....
- who's Hungarian? .....

**3. Mr Brown repeats two sentences. Which ones?**

.....  
.....

**4. What sentence is repeated twice by the students?**

.....

Why? .....

**5. GAME TIME!** Play in groups of four. Imagine another problem and act out the scene from line 30 to the end.

You can use the names from the play or your own names!