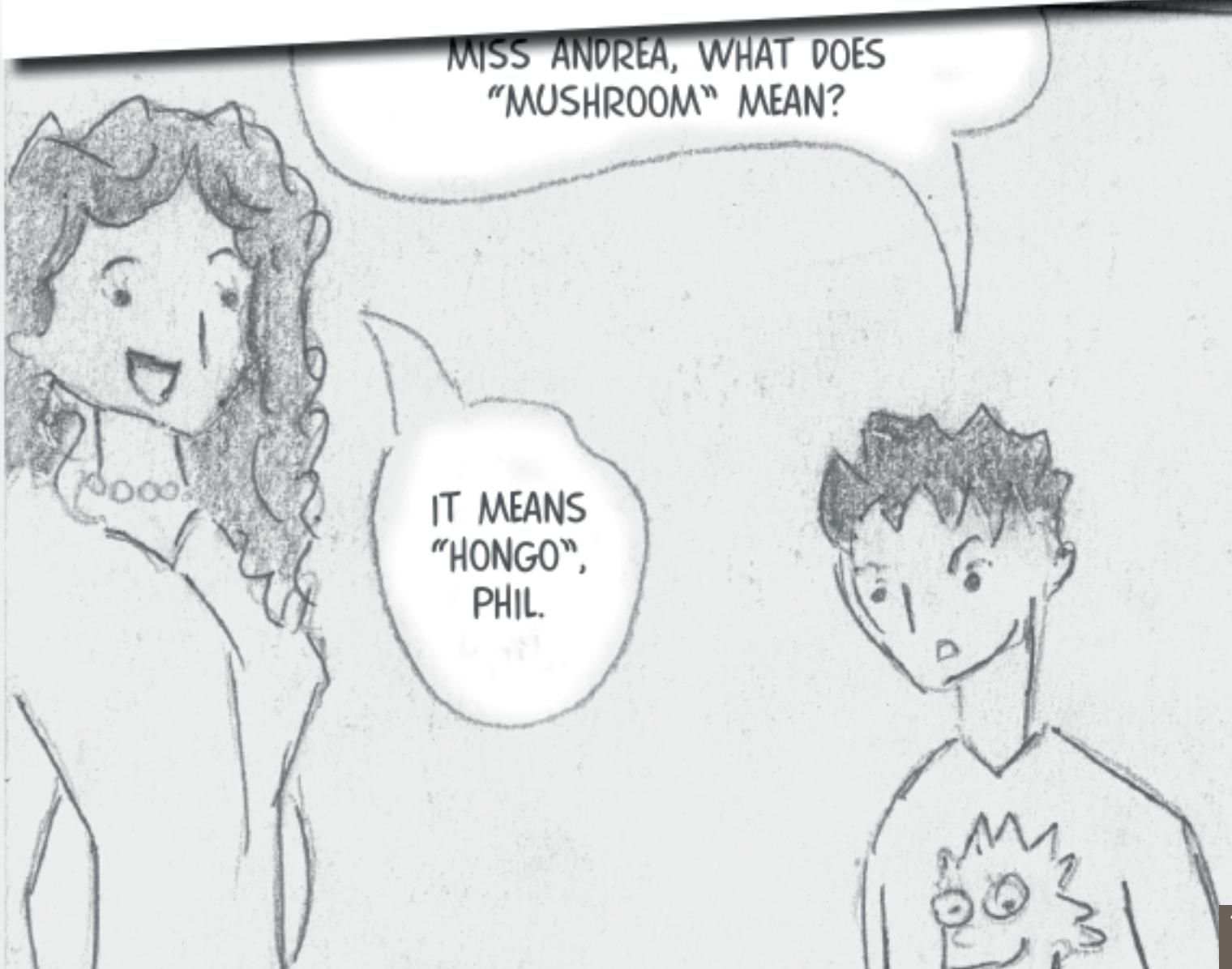


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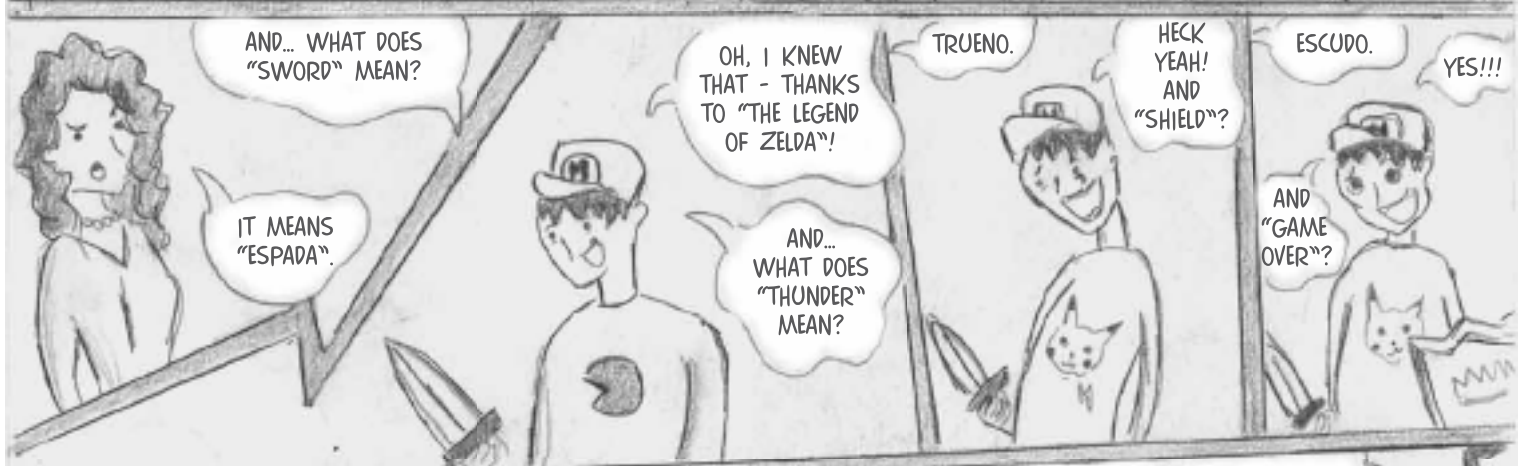
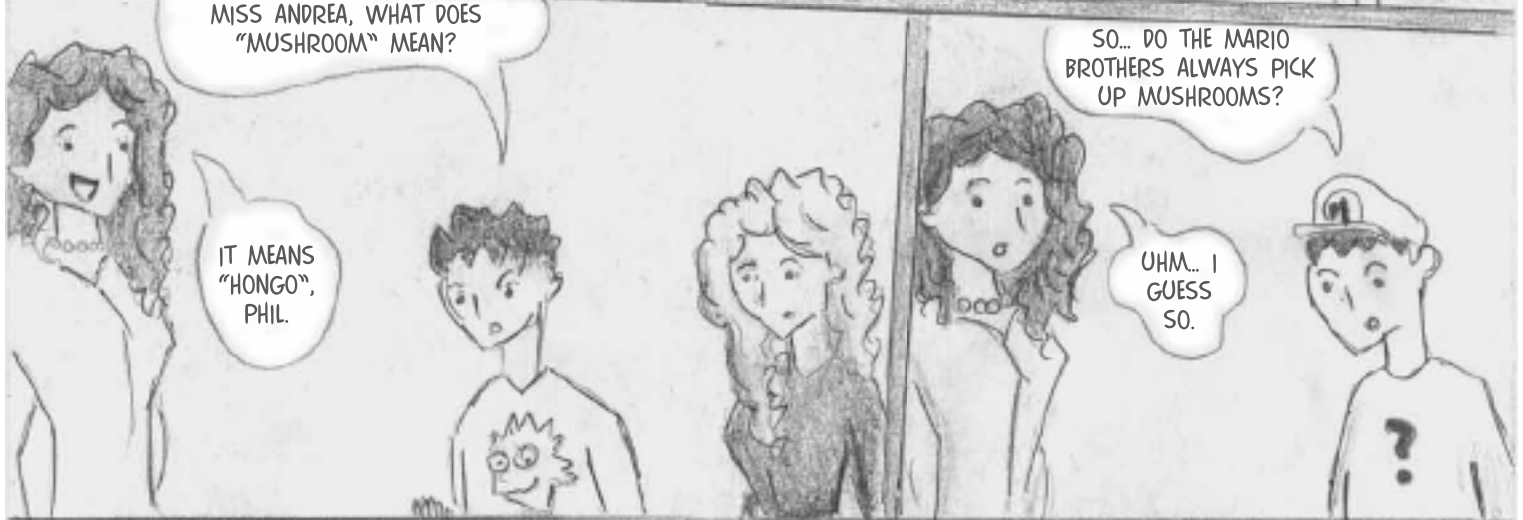
JONATHAN JESÚS MENDOZA NUÑEZ

AREQUIPA



MISS ANDREA, WHAT DOES
"MUSHROOM" MEAN?

IT MEANS
"HONGO",
PHIL.



UNDERSTANDING THE STORY

EXPLAIN THE JOKE AT THE END.

VOCABULARY

COMPLETE THE SENTENCES WITH THE BEST WORD:
MUSHROOMS / SWORD / THUNDER / SUBLIMINAL / SHIELD

1. A SOLDIER PROTECTS HIMSELF WITH A
2. MANY PEOPLE LIKE TO EAT
3. A HIDDEN MESSAGE IS
4. A LOUD NOISE IN THE SKY IS
5. A WEAPON WITH A SHARP POINT IS A

GRAMMAR

COMBINE THE TWO OR THREE SENTENCES INTO ONE. EXAMPLE: SHE CAME INTO THE ROOM. SHE WORE A RED DRESS. THE STUDENTS LEFT. "WHEN SHE CAME INTO THE ROOM WEARING A RED DRESS, THE STUDENTS LEFT." YOU MAY ADD CONNECTORS.

1. PHIL SAID "I DON'T KNOW." THE GIRL SAID IT DIDN'T MATTER.
2. HE DOESN'T LIKE MUSHROOMS. HIS MOTHER MADE MUSHROOM SOUP.
3. OPEN THE BOOK. TURN TO PAGE 10. DO THE EXERCISES ON PAGE 10.
4. A STUDENT GIVES THE ANSWER. THE TEACHER CORRECTS HIM.

NOW YOU TALK

IN PAIRS, CREATE THREE THINKING QUESTIONS ABOUT THIS STORY. A THINKING QUESTION CANNOT BE ANSWERED IN ONE OR TWO WORDS, LIKE 'YES' OR 'NO'.

NOW YOU CREATE

1. WRITE A DIALOG BETWEEN PHIL AND ANOTHER STUDENT AFTER THE CLASS.
2. CREATE A SUBLIMINAL MESSAGE IN A ONE-PICTURE CARTOON.

ROLE PLAY

BREAK INTO PAIRS OR SMALL GROUPS. PICK ROLES. PLAN BY THINKING ABOUT WHAT WORDS AND EXPRESSIONS YOU WILL NEED. ASK THE TEACHER OR A CLASSMATE FOR HELP. WHEN READY, DECIDE WHO SPEAKS FIRST.

1. PHIL, THE TEACHER: TALKING ABOUT THE LEGEND OF ZELDA.
2. PHIL, ANOTHER STUDENT: THE FRIEND COMPLAINS ABOUT PHIL'S QUESTIONS.
3. THE TWO SIGNS: TALKING ABOUT THE CLASS.
4. PHIL, HIS BROTHER: TALKING ABOUT THE VOCABULARY.
5. TWO STUDENTS: TALKING ABOUT PHIL.

TRIVIA QUESTIONS

1. WHAT IS THE LEGEND OF ZELDA?
2. EXPLAIN THE MEANING OF "SUBLIMINAL MESSAGE." WHY DO YOU THINK THE POSTER IN THE FIRST FRAME SAYS THIS?