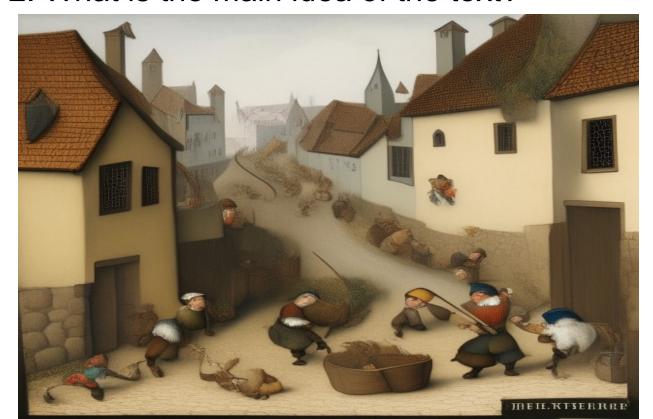루체테 어학원
LUCETE.ACADEMY

LUCETE READING E6 2

UNIT 5: A Picture of Playtime

A Picture of Playtime
Let's Check!

1. What are the keywords?

2. What is the main idea of the text?

READING SECTION:

A Picture of Playtime

What was life like for children 500 years ago? This painting by Pieter Bruegel will show you. Children's Games was painted in 1560. In the painting, more than 200 children are playing over 80 different activities on the street. Some children play with dolls or hoops. Others play games. For example, one boy plays king of the hill with his friend. He stands on a small hill as the King. His friend must try to push him off to take his place. Other children play pitch and toss. They throw coins towards a wall. The coin the closest to the wall is the winner. The picture tells us about children in the Middle Ages. In some ways, they were similar to modern children. They enjoyed climbing, swimming, and bowling, just like us. However, many children aren't allowed to play on the street today. Imagine a painting of children playing today. What activities would be included?

6 vocabulary key words: hoops, pitch, toss, modern, allowed, included
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A Picture of Playtime
Let's Check!

1. What is the summary?

A Picture of Playtime
Let's Think!

1. Beginning of the Passage:
Question: If you could jump into the painting by Pieter Bruegel, which of the games would you like to try and why?
Answer: If I could jump into the painting, I would like to try _____ because _____.

2. Middle of the Passage (First Half):
Question: Have you ever played a game where you tried to be the king or stay at the top? How did it feel?
Answer: I played _____. Trying to be the king felt _____ because _____.

3. Middle of the Passage (Second Half):
Question: "Pitch and toss" is a game where children throw coins towards a wall. Can you think of a modern game that involves aiming or throwing something to win?
Answer: A modern game that involves aiming or throwing is _____. In this game, you have to _____ to win.

4. End of the Passage (First Half):
Question: The children in the Middle Ages enjoyed climbing, swimming, and bowling. Which of these activities do you enjoy the most and why?
Answer: Out of climbing, swimming, and bowling, I enjoy _____ the most because _____.

5. End of the Passage (Second Half):
Question: If you were to paint a picture of children playing today, what three activities would you definitely include in your painting?
Answer: If I were to paint a picture of children playing today, I would include _____, _____, and _____ because _____.

A Picture of Playtime
Wrap Up!

1. If you could introduce today's game to children from the Middle Ages, what would it be and why?

2. How might the games we play today be viewed by children 500 years in the future?

3. Children long ago played on the streets. Where do children today play and have fun with friends?

DEBATE TITLE: The Shimmering Stone of Serenity Valley

- **Topic:**
- **Discussion question:**
- Reflecting on Themes and Lessons Instructions: Think about the main ideas and lessons from the story "The Shimmering Stone of Serenity Valley." Choose 2 prompts from the list below and write a response. Use examples or personal experiences to support your ideas.
- Prompts: What does this story teach us about being kind and helping others? Can you think of a time when you did something nice for someone or saw someone being helpful? How does the story show us that it's important to think about other people's needs? Can you remember a time when you thought about what someone else wanted before yourself? How did it make you feel?
- Talk about how the main character, Kai, changes during the story. How have you changed or grown as a person? Explain a time when you learned something new or became better at something. In the story, the greedy King has problems, but the kind-hearted Kai brings positive changes. What can we learn from this about how our actions can have good or bad results?
- Remember to write in complete sentences and give detailed answers based on your thoughts and experiences. Take your time and think carefully about the prompts you choose.