

How to Play the Board Game

Before you start the activity, photocopy the board game on an A3 size paper and cut out the fun cards for each group (on the second page). Each group should have a dice with numbers on it.

Ask students to work in groups of three or four. Give the board game hand- out to each group. Ask them to find a marker for each member of the group. (It can be a coin, a rubber etc.)

Students put their marker on the Start square. The first student throws the dice and he/she moves his/her marker according to the number of the dice and answers the question on that square. If that student can't answer the question, then he/she has to take one of the fun cards and do whatever the dice instructs. The game goes on until one of the students finishes the game.

Answers:

Why did the dress seller hide his face? *He didn't want his picture to be taken.*

Where did the narrator go to take pictures? *To the market place.*

Why did the woman want to exchange her dress? *It wasn't her size.*

Where were the scrap dealers collecting materials? *Rubbish tips, workplaces and factories.*

What kind of materials did the scrap dealers collect? *Hair driers, cassette players, radios, mobile phones, antique chandeliers, sofas ..*

Why did the scrap dealer's father win 2.000 lira? *He found a woman's bag.*

Who gave 2.000 lira to the scrap dealer's father? *The woman whose bag he had found.*

What was in the woman's bag that was stolen? *Some important documents.*

Why didn't the onion seller want his photo taken? *He had freckles on his face.*

Why was the onion seller's hands dirty? *Because he was cutting onions.*

Who paid for the tea? *Dress seller.*

What was the dress seller's job when he was a child? *He was a shepherd.*

Why did a man give the dress seller a gun? *To kill someone.*

When did the dress seller leave his school? *He had a difficult life.*

Why was the dress seller wearing a dress? *To get the attention of the customers*

Why was the dress seller afraid? *His father could kill him.*

Did the narrator drink his tea? *No.*

Where did the narrator go later? *To the park*

What picture did the narrator take at the end? *Goslings*

How to Play the Card Game

Before you start the activity, cut out the cards for each pair.

Divide the class into pairs and give the cards to each pair. The students put the cards upside down so that no one sees what is written on the cards. The first student in a pair chooses the first card from the pile, reads it and tries to answer the question. If he/she answers it correctly, then he/she gets a point. If he/she can't answer the question correctly, then, the other student in the pair gets a point.

When they finish answering the questions on all the cards, they total their points and find the winner.

Answers:

Where did the narrator go to take pictures at the beginning of the story? *To the market place*

What was the day? *Wednesday*

What was the season? *Spring*

How many people are there in the story? Name them. *6 people; narrator, scrap dealer, onion seller, dress seller, onion seller's father, the woman*

Why did the woman ask for the narrator's help to exchange the dress? *The dress seller didn't hear her.*

Why did the woman want to exchange the dress? *It wasn't the right size*

Why didn't the dress seller want his picture to be taken? *He didn't want to be in the newspaper.*

What were the scrap dealers collecting? Name at least three things. *Hairdryers, cassette players, radios.*

How did the scrap dealer's father win 2.000 lira? *He found a woman's bag.*

Why did the woman pay 2.000 lira to the scrap dealer's father? *He found her bag.*

Why didn't the onion seller want his picture be taken? *He had freckles on his face.*

Why did the onion seller hide his hands? *They were dirty.*

Who paid for the tea? *The dress seller*

Why did the dress seller run away from his house? *Because of the blood feud*

Why was the dress seller wearing a dress? *To get the attention of the customers*

Why was the dress seller afraid? *Because his father was looking for him*

Where did the narrator go after the marketplace? *To the park*

What picture did the narrator take at the end of the story? *Goslings*