1. Two short stories

Nothando's book

Talk about these questions.

- What is the girl in the picture doing?
- Why do people read books?
- What books have you read?

Read the story and answer the questions.



One day Nothando went to visit her grandmother.

"I found an old book," said Nothando's grandmother. She gave the book to Nothando.

Nothando took the book home with her. She opened the book and looked at the pictures. The pictures told her that it was a story about animals. There was a mouse, a monkey and an elephant.

Then Nothando tried to read the words. She couldn't read all the words, but she could understand the story. She enjoyed the story very much.

- 1. Who did Nothando visit?
- 2. What did Nothando's grandmother give her?
- 3. What did Nothando do first when she opened the book?
- 4. Could Nothando understand the story?
- 5. Did Nothando like the book?

How to play Tsoro

Talk about these questions.

- What are girls in the picture doing?
- Do you know this game?
- What games do you play?

Read the story and answer the questions.



Nosipho and Thuba wanted to play Tsoro. They collected some small stones, and they made holes in the ground. Then they put two stones in each hole.

"What do we do now?" Nosipho asked.

"I don't know," said Thuba. "I thought you knew the rules."

"We can ask my grandmother," said Nosipho. "She knows how to play this game. She's very good at it."

Nosipho went to get her grandmother. They came back a few minutes later. Grandma explained the rules.

"This is a difficult game," said Thuba.

"Yes," said Grandma. "But it's worth learning it. Then you can enjoy playing this game for the rest of your life!"

- 1. What did they do to make the game?
- 2. Why couldn't they play the game?
- 3. Why did Nosipho bring her grandmother?
- 4. What did Thuba say about the game?
- 5. What did Grandma say about the game?

For more activities on this story see SAGE, Module 2c, Learner's Workbook, Appendix 1