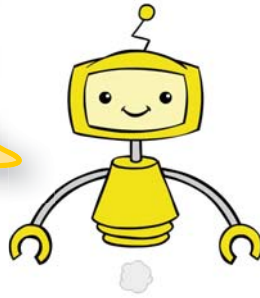


The wow factor!

Wow! Great! Cool! Poor thing!
What a pity!

You've already learnt some of these expressions in Stage 1. Now we'll learn some more ways to interject and say how we feel.



LINKS TO:

Stage 2, Module 2
Learning Object 3: Zak's revenge

PRIOR LEARNING:

Stage 1

Module 3 Work Sheet 8: *What news?*

Module 4 Work Sheet 5: *Softening the imperative*



An expression of interest

1

Expressing excitement and regret are things we do all the time. **Keren!** (cool!) and **sayang sekali** (unfortunately) are two common interjections for expressing these feelings.

Here are some more examples:

Kasihah

Poor thing

Hebat!

Great!

2

Exercises

Exercise 1

What would you say if ...

Select the options from the box below to respond to these situations.

- 1.1 You won an overseas trip in a competition.
- 1.2 Your friend dropped his mobile and broke it.
- 1.3 Your school won a maths competition.
- 1.4 You heard your friend fell from his bike and broke his leg.
- 1.5 You got an autograph from your favourite movie star.
- 1.6 Your sister was about to touch something you know is very hot.
- 1.7 You wanted to warn your friend before crossing the road.

Oh kasihan! Kamu baik-baik saja?

Wah, hebat sekali!

Yaaahhh, rusak!

Kasihah!

Aduh!

Luar biasa!

Horeeee!

Beruntung sekali!

Awah!

Sialan!

Hati-hati!

Exercise 2

You will be able to put your creativity to use by making an original version of the board game *Ular Tangga* (Snakes and Ladders), incorporating *Kartu Kesempatan* (Chance Cards).

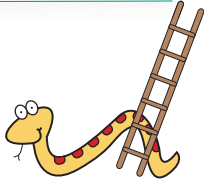
Select an interjection, an event and a consequence for each card from the lists below to help create nine *Kartu Kesempatan*.

Make your cards using the blanks on the next page.

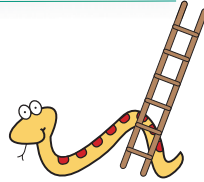
Kata Seru (Interjections)	Peristiwa (Event)	Akibat (Consequence)
<i>Aduh!</i>	<i>Menang tiket ke Disneyland.</i>	<i>Lapor ke bandar udara.</i>
<i>Astaga!</i>	<i>HPmu rusak.</i>	<i>Hilang satu giliran.</i>
<i>Asyik!</i>	<i>Ada anjing galak.</i>	<i>Maju satu langkah.</i>
<i>Awas!</i>	<i>Ada perbaikan jalan.</i>	<i>Maju dua langkah.</i>
<i>Celaka!</i>	<i>Kena macet jalan.</i>	<i>Maju tiga langkah.</i>
<i>Hati-hati!</i>	<i>Kebanjiran.</i>	<i>Mundur satu langkah.</i>
<i>Hebat!</i>	<i>Menang lotere.</i>	<i>Mundur dua langkah.</i>
<i>Horeeee!</i>	<i>Putus dengan pacar.</i>	<i>Mundur tiga langkah.</i>
<i>Kasihani!</i>	<i>Berhantam dengan teman.</i>	<i>Masuk penjara.</i>
<i>Luar biasa!</i>	<i>Bannya kempes.</i>	<i>Kembali ke awal.</i>
<i>Sayang sekali!</i>	<i>Ditangkap polisi.</i>	
<i>Sialan!</i>	<i>Jatuh ke dalam got.</i>	
<i>Untung!</i>	<i>Menang hadiah gratis.</i>	
<i>Wah!</i>	<i>Dapat nilai 'A' untuk ujian.</i>	
<i>Yaaahhh rusak!</i>		

(continued on following page)

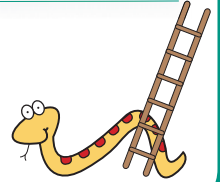
KARTU KESEMPATAN



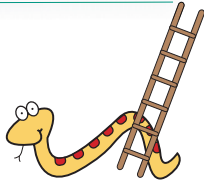
KARTU KESEMPATAN



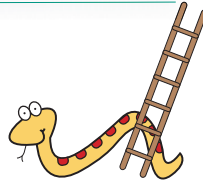
KARTU KESEMPATAN



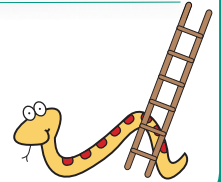
KARTU KESEMPATAN



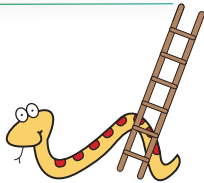
KARTU KESEMPATAN



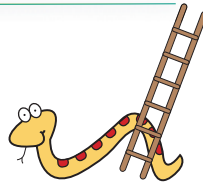
KARTU KESEMPATAN



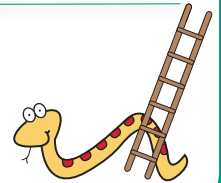
KARTU KESEMPATAN



KARTU KESEMPATAN



KARTU KESEMPATAN



Exercise 3

Your next task is to complete the *Ular Tangga* game board.

To do this you need to create reasons (including an appropriate interjection) for climbing the ladders or sliding down the snakes to the specified squares.

Once again, you may use an interjection and an event from each list or make up your own.

Kata Seru
(Interjections)

Aduh!
Astaga!
Asyik!
Awas!
Hati-hati!
Hebat!
Horeee!
Kasih!
Luar biasa!
Sayang sekali!
Sialan!
Untung!
Wah!
Celaka!
Ampun!

Peristiwa
(Event)

Gigiku sakit.
Bensin habis.
Ibu guruku cantik sekali.
Duitnya kurang.
Ditangkap polisi.

Write your reason next to the corresponding box number below:

Snakes


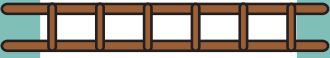



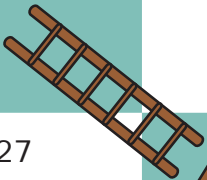





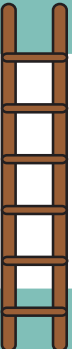
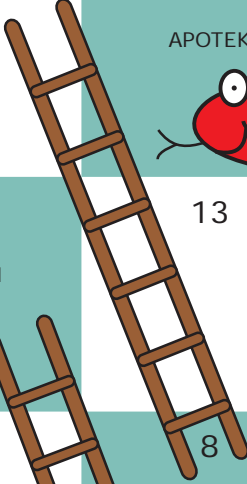


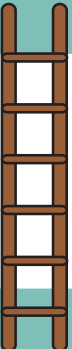
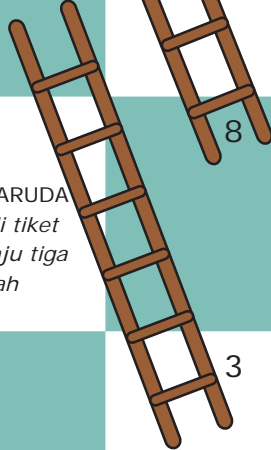
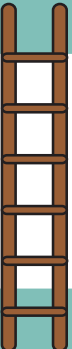
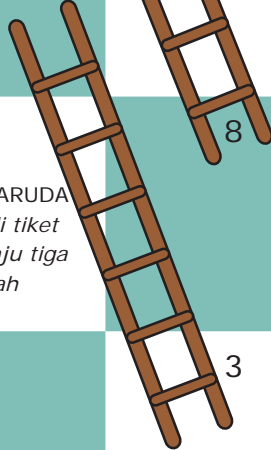

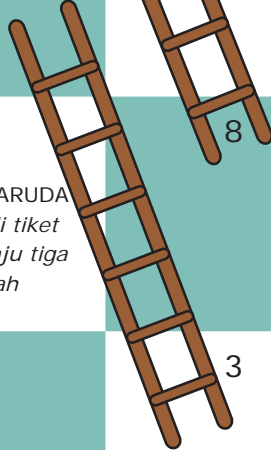

- 39. _____
- 33. _____
- 31. _____
- 29. _____
- 25. _____
- 18. _____
- 7. _____

Ladders

- 36. _____
- 26. _____
- 24. _____
- 21. _____
- 10. _____
- 8. _____
- 3. _____

(continued on following page)

ULAR TANGGA

40 BANDAR UDARA <i>Naik pesawat terbang.</i> SELESAI	39 	38 DISKOTEK 	37 AMBIL KARTU KESEMPATAN	36
31 	32 WARUNG 	33 	34 PASAR 	35 BIOSKOP
30 RUMAH SAKIT	29 	28 AMBIL KARTU KESEMPATAN	27 BANJIR <i>Sialan! Jalannya macet. Hilang gilirannya.</i>	26 
21 	22 MASUK PENJARA <i>Celaka! Lempar angka '6' baru bisa keluar.</i>	23 KANTOR POS	24 	25 
20 RUMAH TEMAN 	19 TOKO PAKAIAN 	18 APOTEK 	17 POMPA BENSIN	16 
11 	12 SEKOLAH 	13	14 KLINIK DOKTER GIGI	15 AMBIL KARTU KESEMPATAN
10 	9 KANTOR GARUDA <i>Asyik! Beli tiket ke Bali. Maju tiga langkah</i>	8 	7 	6 BANK
1 LOSMEN <i>Ayo! Jalan-jalan.</i> MULAI	2	3 	4 KAMAR MANDI 	5 AMBIL KARTU KESEMPATAN