NAME & SURNAME:_____

CLASS: _____ NUMBER:_____

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MARK: .....

Theme-1

1- bir kulübe katılmak			
a) join a club	b) music club	c) Protect the environme	d) obey
2- mont			
a) Don't chew gum.	b) coat	c) safe	d) school club
3- iletişim kurmak			
a) contact	b) noticeboard	c) classroom	d) science club
4- okul kulübü			
a) school club	b) cook	c) obey	d) introduce
5- kantin			
a) Don't be rude.	b) secretary	c) buy	d) canteen
6- okul hayatı			
a) school life	b) environment club	c) gate	d) safe
7- müzik kulübü			
a) fountain	b) explain	c) utterance	d) music club
8- Kütüphanede bağırma.			
a) let's get started!	b) canteen	c) Don't shout in the libra	d) dance
9- satranç kulübü			
a) school club	b) member	c) Be safe and polite.	d) chess club
10- üye			
a) member	b) Protect public order.	c) goggles	d) species
11- Güvende ve kibar ol.			
a) student	b) sports field	c) Be safe and polite.	d) school life
12- dans etmek			
a) dance	b) safe	c) culture	d) folk dance club
13- konuşmak			
a) environment club	b) conference hall	c) talk	d) student
14- çevre kulübü			
a) environment club	b) Obey the rules.	c) Don't give false inform	d) Be safe and polite.
15- halk dansları kulübü			
a) ancient	b) introduce	c) Don't be rude.	d) folk dance club
16- teknoloji kulübü			
a) introduce	b) technology club	c) talk	d) maths club
17- satın almak			
a) gate	b) buy	c) Don't share your passw	d) sports field
18- Öğretmenlerine saygı duy.			
a) conference hall	b) solve problems	c) Respect your teachers.	d) ballet club
19- eldivenler			
a) gloves	b) assistant to the headm	c) drama club	d) introduce
20- idari birim			
a) organise activities	b) Don't be rude.	c) administration departm	d) draw
21- çizmek			
a) provide cleanliness	b) draw	c) environment club	d) organise activities
22- aşçı			
a) dangerous	b) cook	c) assistant	d) gloves
23- müdür yardımcısı			
a) rule	b) law	c) gloves	d) assistant to the headm
24- Güzel ve düzgün bir sıra ol!			
a) headmaster	b) Line up, nice and straig	c) Wear a uniform.	d) goggles
25- deney yapmak			
a) Don't chew gum.	b) music club	c) do an experiment	d) solve problems