

iEnglish 1 – iExam for Unit 1

Name: _____

Score: _____

Grade & Section: _____

Teacher: _____

I. Polite Expressions. Put a check (✓) if what you read is a polite expression and put an X if it is not. (10 pts).

- | | |
|----------------------------|--------------------------|
| _____ 1. Go away! | _____ 6. Thank you! |
| _____ 2. Please excuse me. | _____ 7. How are you? |
| _____ 3. Good morning! | _____ 8. You're welcome. |
| _____ 4. Hey! | _____ 9. Stop! |
| _____ 5. Put it down. | _____ 10. Come here. |

II. Rhyming Words. Choose from the box all the words that rhyme and write them on the line. (5 pts).

1. _____ = _____
2. _____ = _____
3. _____ = _____
4. _____ = _____
5. _____ = _____

Play	Flower	Basket	Tool	Grow
Throw	Pet	Pool	Tower	Clay

III. Vocabulary. Read the instruction and answer the following questions.

A. List down words related to self and family. (5 pts).

1. _____
2. _____
3. _____
4. _____
5. _____

B. List down words related to school and community (5 pts)

1. _____
2. _____
3. _____
4. _____
5. _____

IV. Sentences. Write 5 simple sentences with correct punctuation marks. (5 pts).

1. _____
2. _____
3. _____
4. _____
5. _____

V. Noting Important Details. Work with a partner and listen to the story. Answer the questions after the story. (5 pts).

An old cat wanted to catch all the mice in the barn. One day, the mice met to talk about the great harm that cat was doing to them. Each mouse tried to think of a plan by which to keep out of the cat's way. "Do as I say," said an old gray mouse that was thought to be very wise. "Do as I say. Hang a bell on the cat's neck. Then, when we hear it ring, we will know that she is coming and can scamper out of her way."

"Good! good!" said all the other mice as one ran to get the bell. "Now which of you will hang this bell on the cat's neck?" said the old gray mouse. "Not I! Not I!" said all the mice together. And they scampered away to their holes.

1. Who are the characters?

2. Where is the setting?

3. Sequence 3 events from the story.

A.

B.

C.

VI. Character Feelings and Traits. Work with a partner and listen carefully as he/she reads the story. Take note of the important details such as the character's feelings and traits and also the cause and effect. (4 pts).

Rahman was going to learn how to play tennis. His father was going to teach him. They went to the tennis court.

Rahman's father showed him how to hold a racket. It was not easy. The racket was quite heavy. Rahman learned how to swing the racket.

Rahman enjoyed himself that day. He knew he had many more things to learn. He was very proud of himself for trying. He could not wait for the next lesson.

1. What can you say about Rahman's feelings?

2. What can you say about his father?

3. Give a situation from the story where there is cause and effect.

Which is the cause?

- A. Rahman did not know how to play tennis.
B. Rahman enjoyed the day.

Which is the effect?

- A. Rahman did not know how to play tennis.
B. Rahman enjoyed the day.

VII. Words Related to School and Community. List down words that are related to school and community. Write a simple sentence. (10 pts).

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

iEnglish 1 – Answer Keys for Unit 1

I. Polite Expressions.

- | | | | | |
|------|------|------|------|-------|
| 1. X | 3. ✓ | 5. X | 7. ✓ | 9. X |
| 2. ✓ | 4. X | 6. ✓ | 8. ✓ | 10. X |

II. Rhyming Words.

- | | |
|-------------------|-----------------|
| 1. Play = Clay | 4. Tool = Pool |
| 2. Flower = Tower | 5. Grow = Throw |
| 3. Basket = Pet | |

III. Vocabulary.

A. Self and Family (Answer may vary)

1. Son
2. Daughter
3. Father
4. Mother
5. Name

B. School and Community (Answer may vary)

1. School
2. Teacher
3. Doctor
4. Classmates
5. Students

IV. Sentences. (Answers may vary)

1. I like dogs
2. The cats are running away.
3. She loves flowers.
4. The house is big.
5. The place is nice.

V. Noting Important Details. (Answers may vary)

1. Old cat, mice
2. Barn
3. A. The mice met to talk about the cat's harming them.
B. They plan on how to keep out of the cat's way and to put a bell around its neck.
C. No one likes to do it.

VI. Character Feelings and Traits. (Answers may vary)

1. Rahman was having a hard time holding the racket and felt happy once he knows how to do it.
2. His father is kind.
3. Cause: Rahman can't hold the tennis racket properly.
Effect: Rahman can't play.

VII. Words Related to School and Community. (Answers may vary)

1. School - I go to school everyday.
2. Teacher- My teacher is pretty.
3. Pencil - My pencils are pink.
4. Doctor- The doctor is my neighbor.
5. Baker - The baker makes good bread.
6. Desk - There are 20 desks in the classroom.
7. Classmates - I see my classmate everyday.
8. School bag - My school bag is heavy.
9. School bus - The school bus is yellow.
10. Police station - There is a police station near my house.