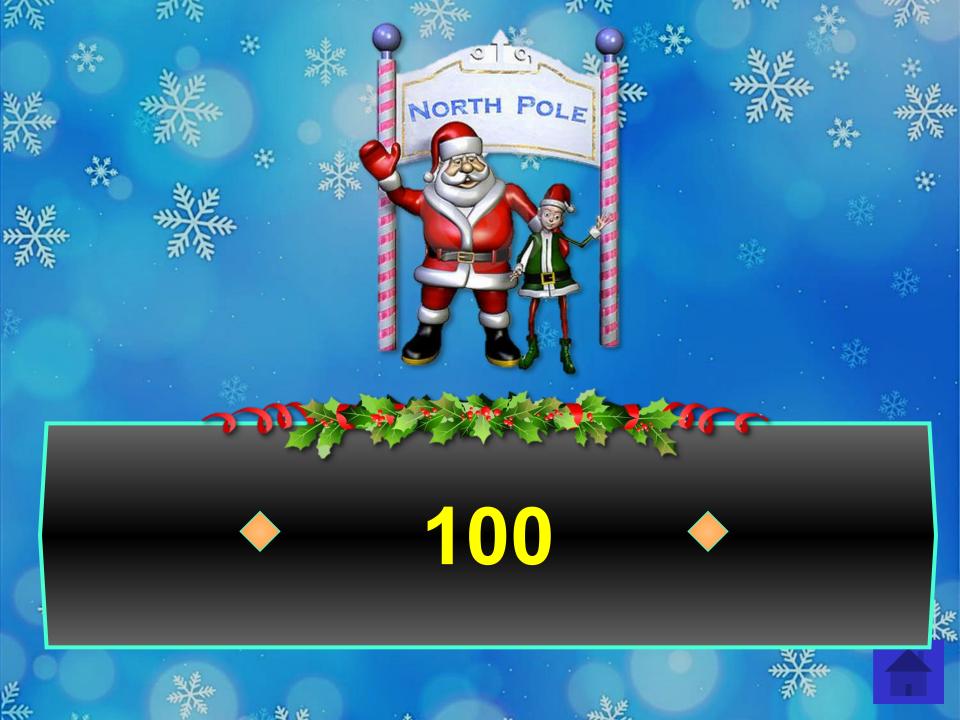


D. In Siberia C. In the North Pole





TIME IS UP

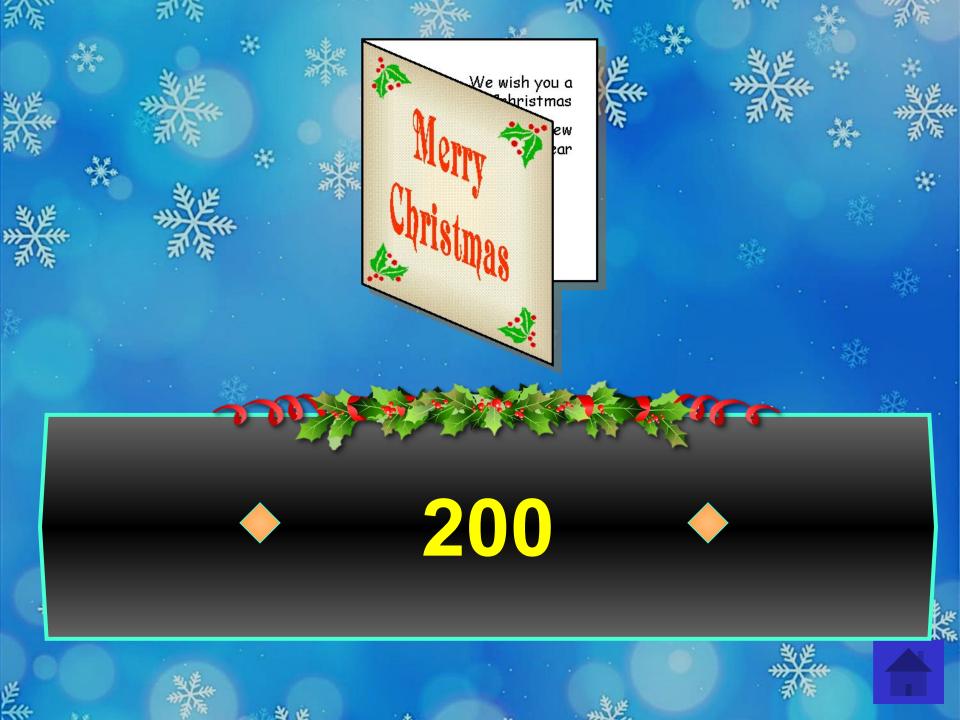
A. A Christmas carol.

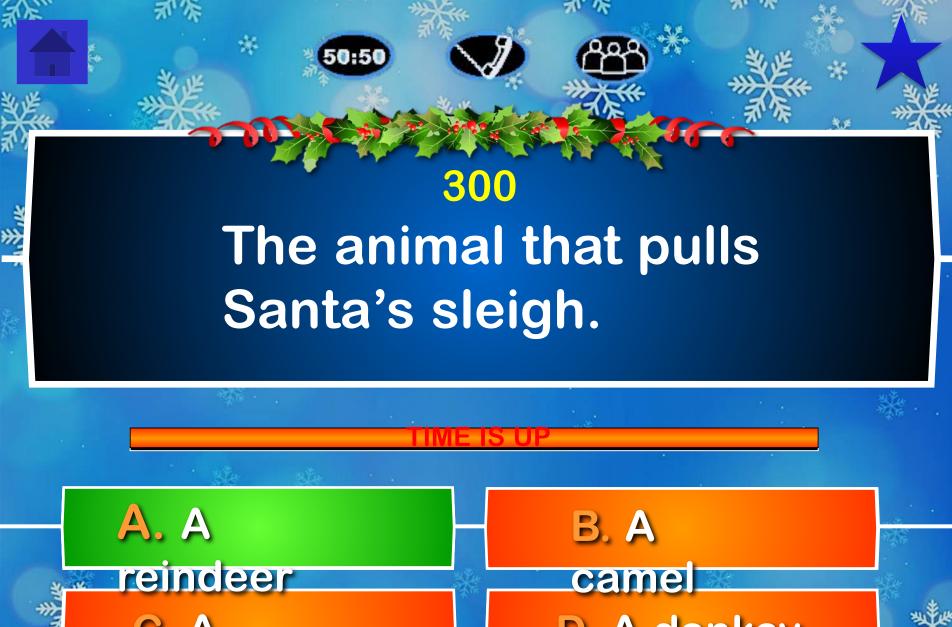
B. A Christmas riddle.

C. A Christmas card

D. A candy cane.

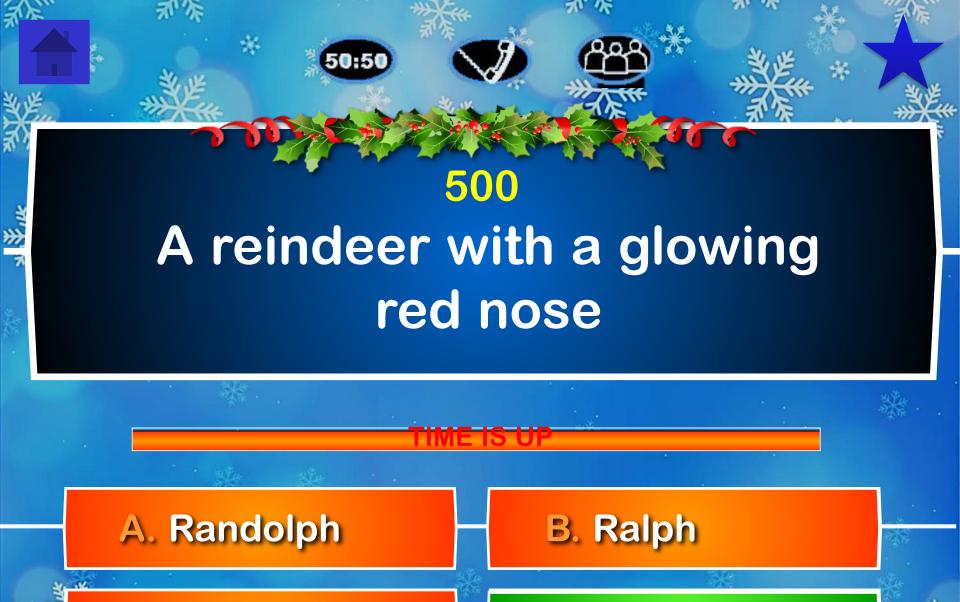






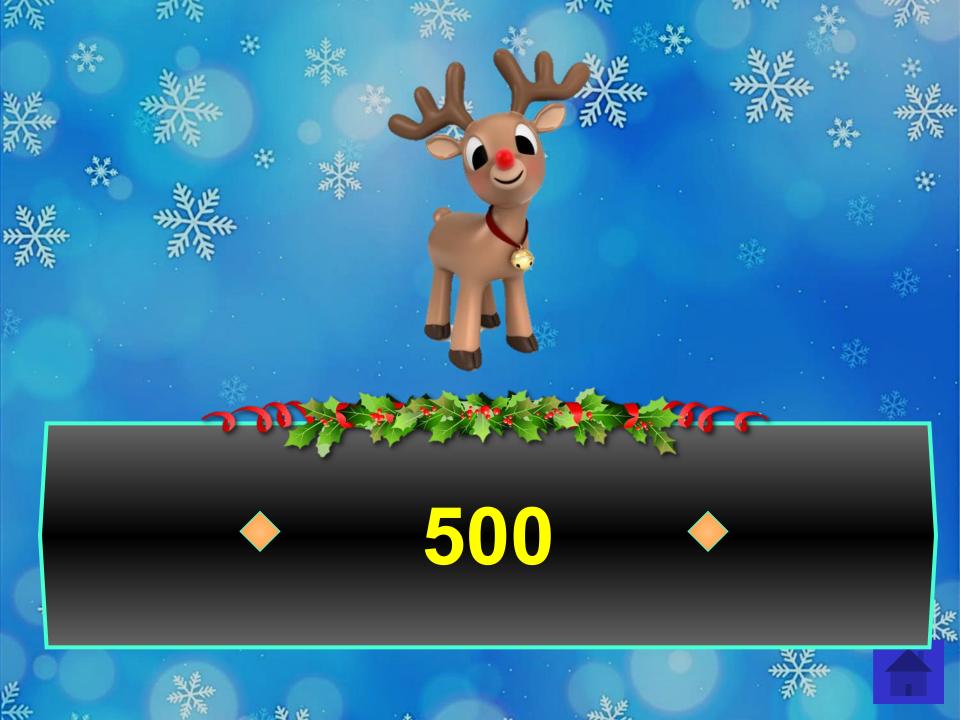
C. A horse D. A donkey

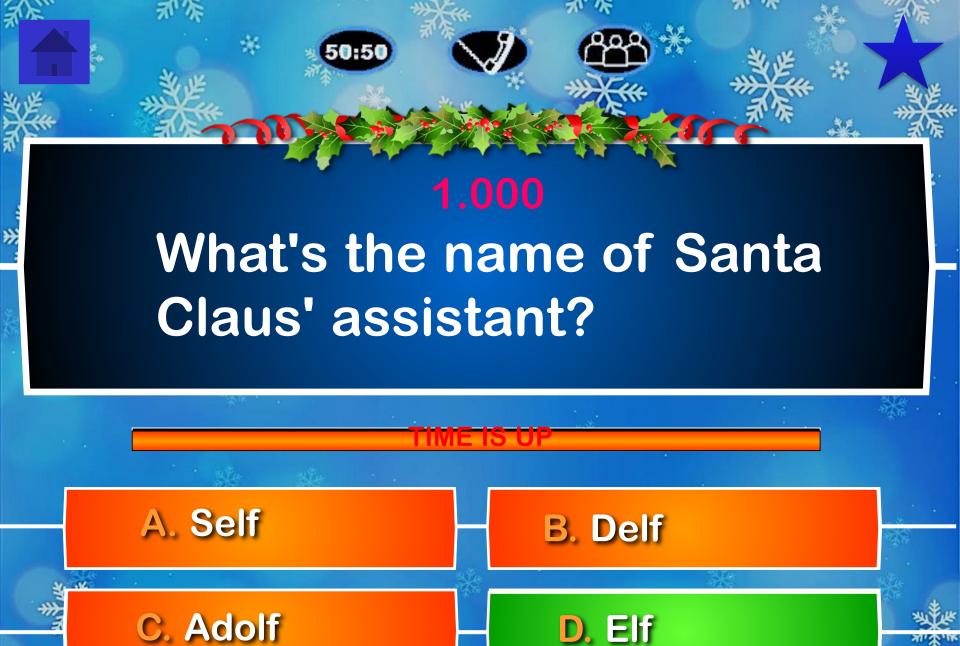




C. Rufus

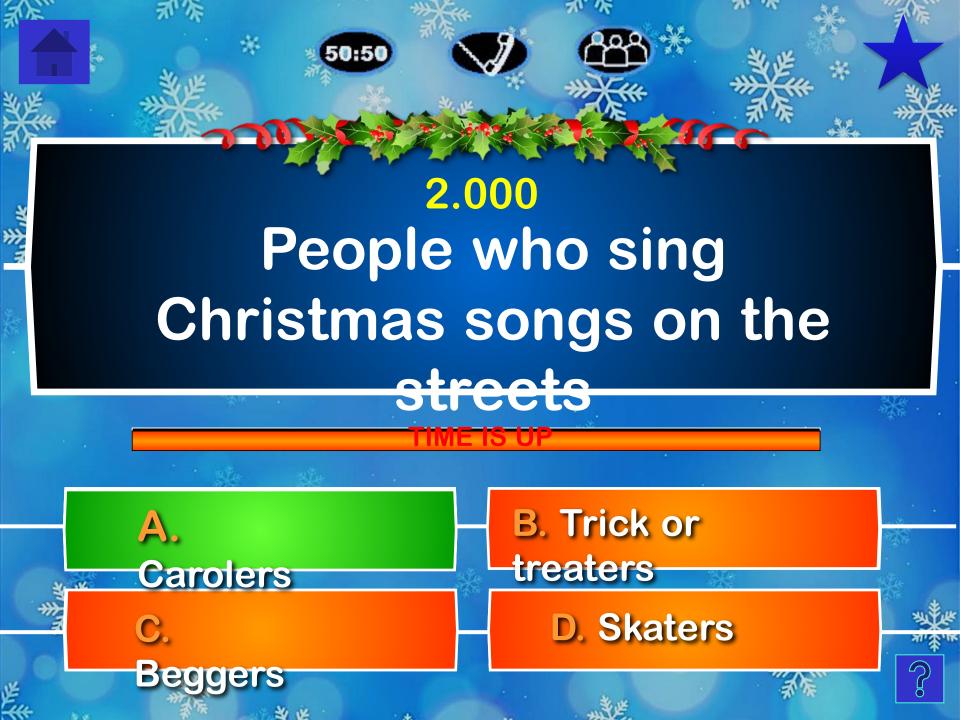
D. Rudolph





₹**%** 









A. The front door

C. The window

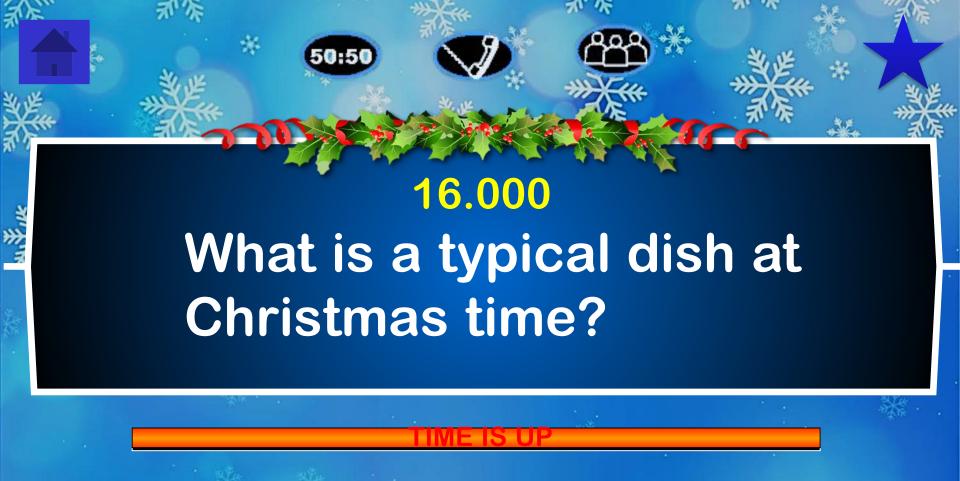
**B.** The chimney

D. The back door







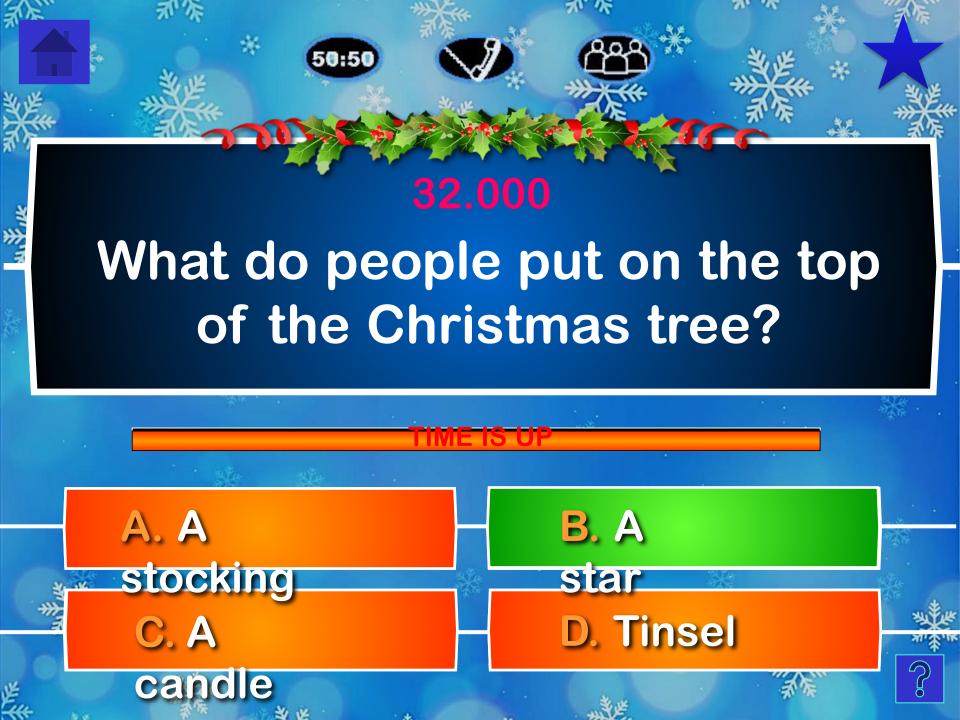


A. Christmas pudding

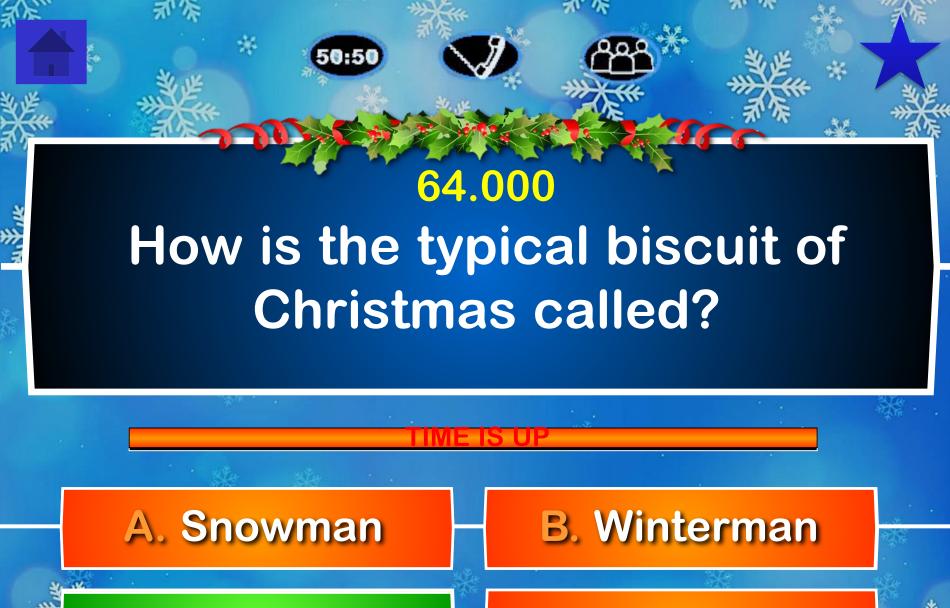
**B.** Christmas candy

C. Christmas sweet D. Christmas biscuit





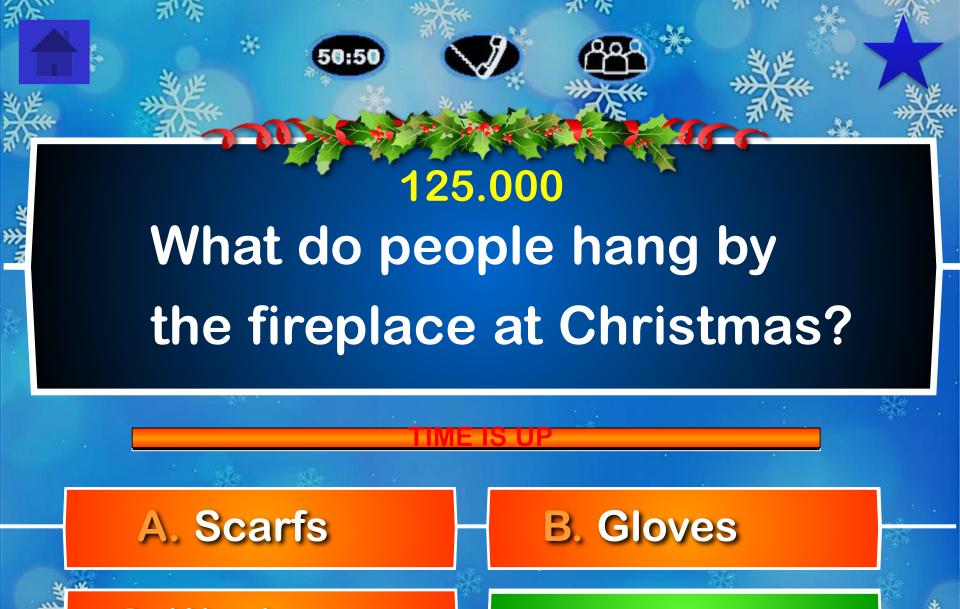




C. Gingerbread man

D. Sweet man

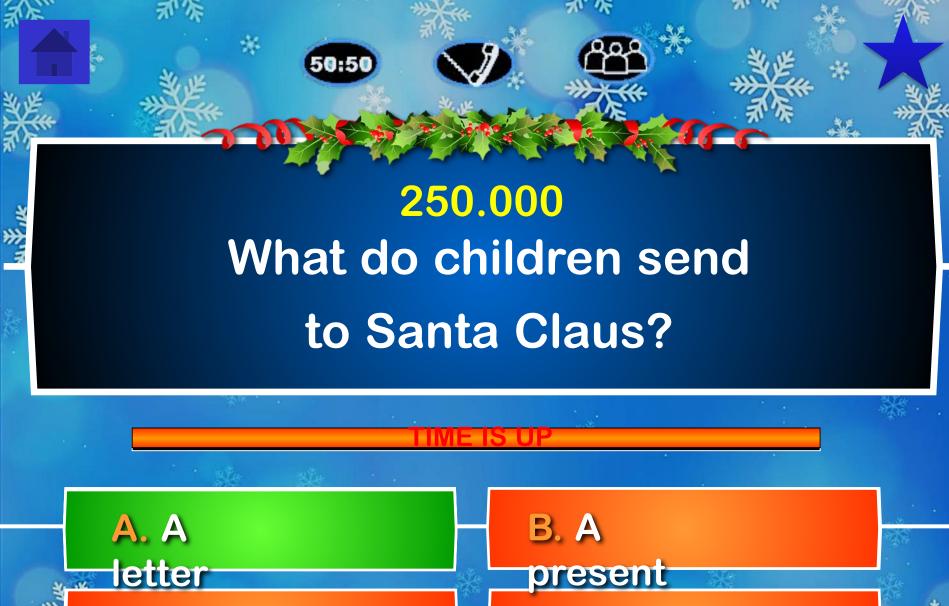




C. Wooly hats

D. Stockings





C. A card

D. A parcel







wheel

S





## What Christmas Carol is about a sleigh pulled by a horse?

A. Christmas tree

C. Jingle Bells

**B.** Silent night

D. Little drummer boy



- One of the students has 30 seconds to answer the question by chosing one of the four answer choices. We will click the chosen option. Its background colour will change into orange.
- The contestant can use three lifelines :



After clicking it, two of the choices will disappear.



Phone-a-friend. After clicking it, the student has 30 seconds to ask one of his/her classmates to help him/her.



Ask the audience. There are 30 seconds to ask the whole group which answer they believe is correct. The results will be displayed on the blackboard and the student can use this information to answer the question.

Click the button to check the answer.

If the answer is correct, click the star to continue the game. If it is incorrect, click this butto and the turn will pass to other student.







