

Friendship

I Want to play

BOOK

02

Activate English

BIONIC
mind

► Inglés del futuro

Mint®

Refresh your knowledge

CREDITS

Título de la obra completa

BIONIC Mind

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Autores

Adriana del Pilar Martínez Barbosa
Adriana de los Ángeles Quintero Orjuela

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Rodolfo Fernando León Sánchez
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Diseño Gráfico & Diagramación

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Editor

WorkShip

Carrera 14 N° 98-34

Teléfono: (1) 6049696

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The logo for BIONIC mind features a stylized lightning bolt icon to the left of the word "BIONIC" in a bold, sans-serif font. Below "BIONIC" is the word "mind" in a smaller, lowercase sans-serif font, followed by a registered trademark symbol (®).



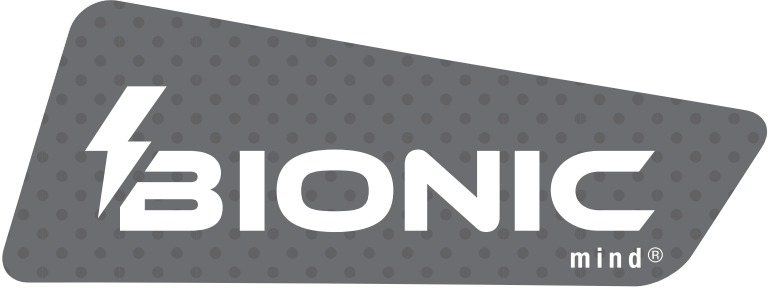
es un programa de Inglés para niños. El programa ha sido creado y diseñado para aprender mediante la navegación a través de ideas y conceptos mentales de la cultura universal ingles-

sa de todos los tiempos. Es el método mas avanzado de enseñanza, el cual a través de escenarios vivenciales del pasado y del futuro y la aplicación de programación neurolingüística, diversifica el aprendizaje y la potencia el conocimiento con experiencias racionales sensoriales y emocionales en el idioma inglés, en un viaje a través del tiempo.

El programa se basa en una novedosa pedagogía ágil y agradable donde el niño adquiere al final de cada libro las competencias necesarias para expresarse adecuadamente en el idioma inglés, utilizando cuatro habilidades básicas en el aprendizaje de un idioma como son el escuchar, el hablar, el leer y el saber escribir. En este proceso el niño recibe conocimientos sobre temas culturales de gran interés como son el arte, la salud, el entretenimiento, los deportes, los hobbies, la cocina y el desarrollo personal entre muchos otros.

La ingeniería biónica comprende múltiples disciplinas, las cuales unidas, buscan integrar sistemas biológicos y electrónicos. Derivado de esto, la pedagogía de aprendizaje desarrollada por Mint Enjoy garantiza que el niño adquiera progresivamente, vocabulario, pronunciación y fluidez que le permitan interactuar en cualquier tipo de situación cotidiana que demanda la globalización de las comunicaciones en el idioma inglés, lengua dominante en el mundo de hoy y del futuro.

Bienvenido a Bionic Mind, El Inglés del futuro.



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Unit 1

Lesson 1 Flynn's Friends



MATCH

My Friend's Names

Match the pictures with the names:

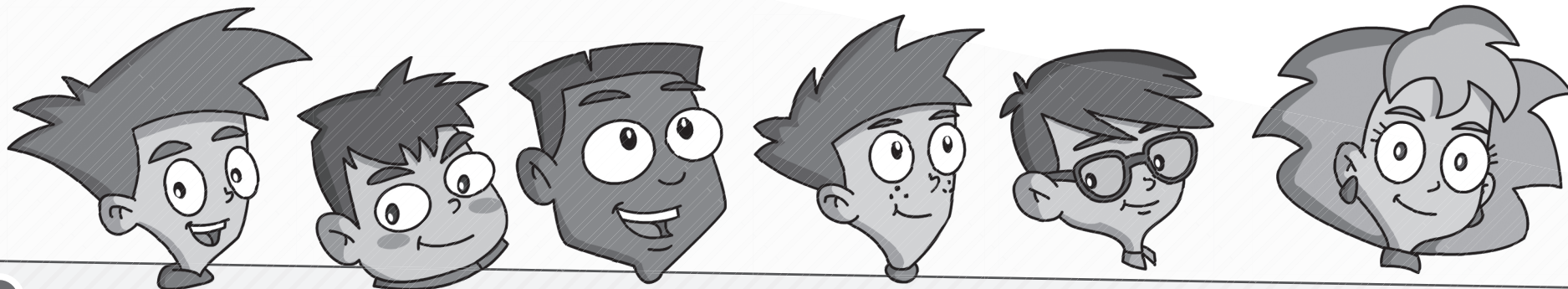
Uri

Odin

Irvin

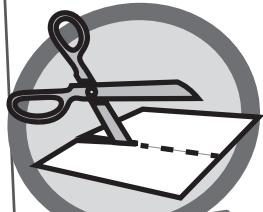
Eaton

Amy

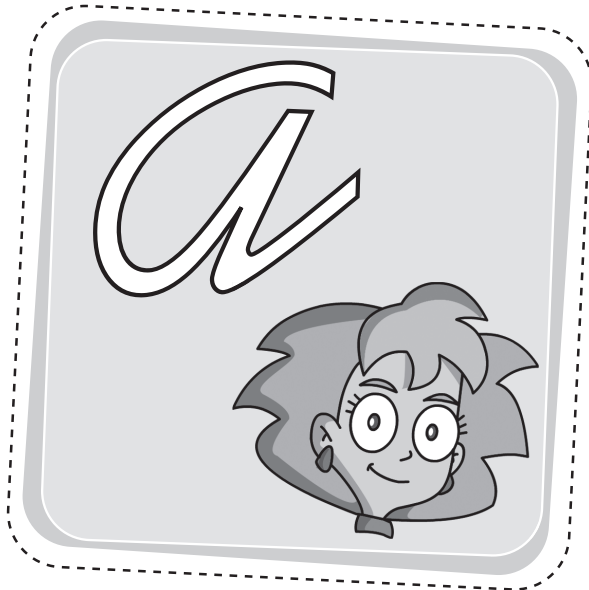




DECORATE!

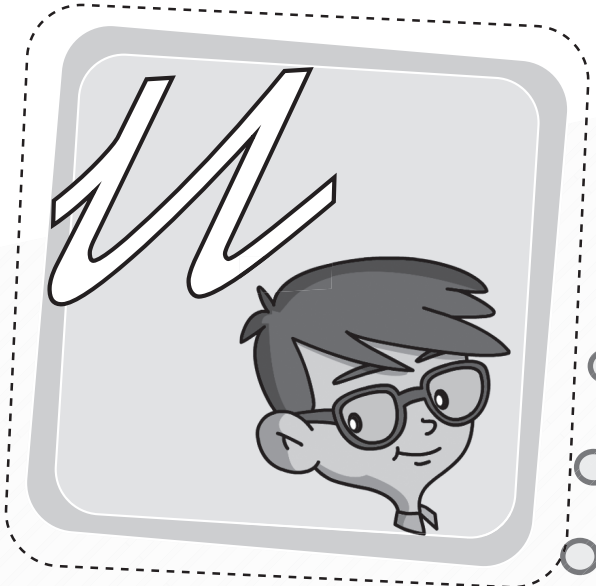
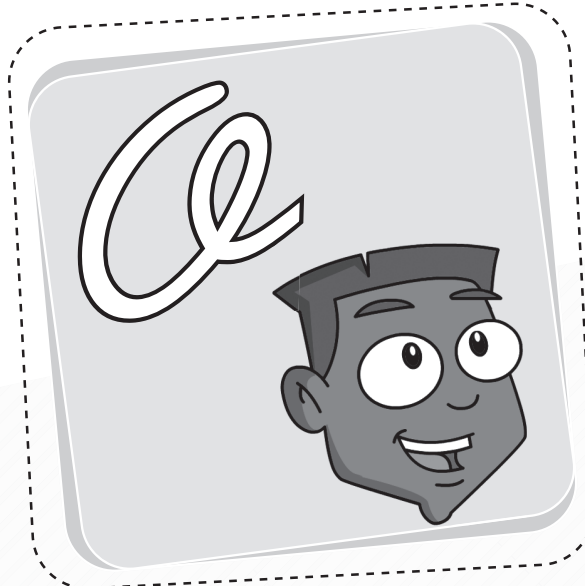
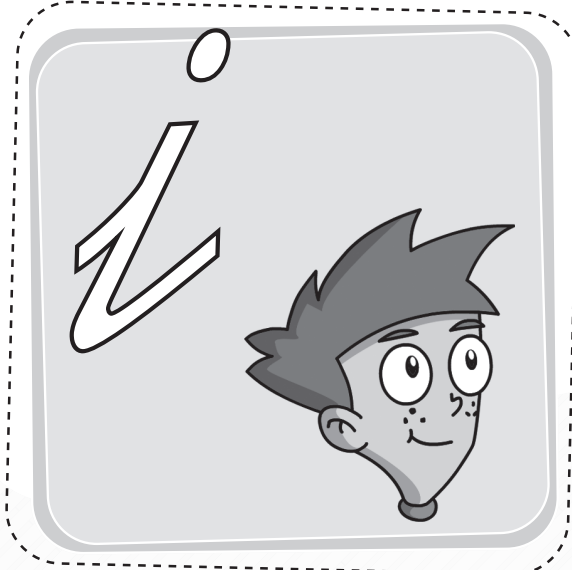


CUT



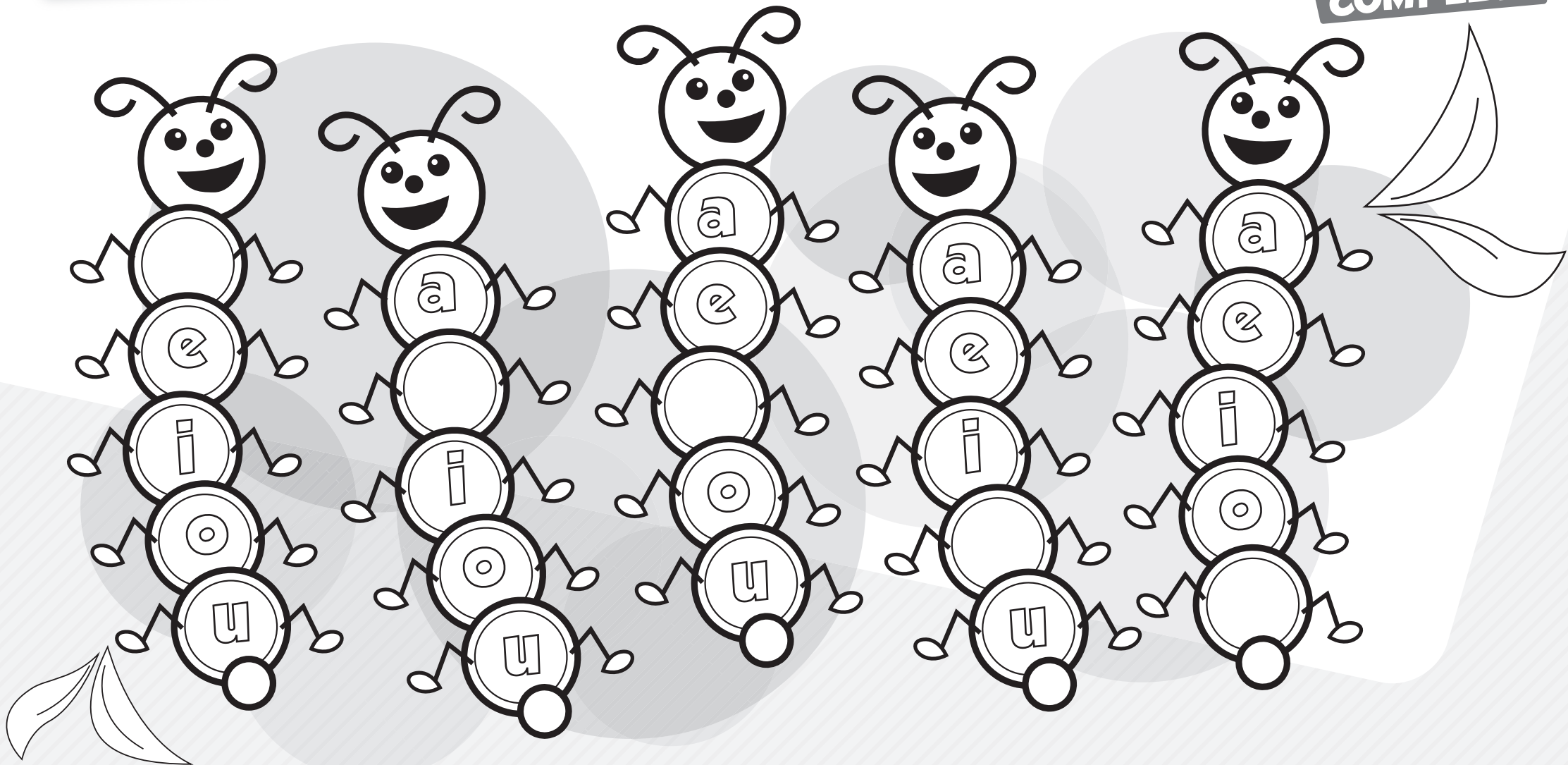
Decorating My Friends

Cut out and decorate!!!



Worms!

LOOK AT THESE WORMS.
what vowel is missing? Trace it!!!



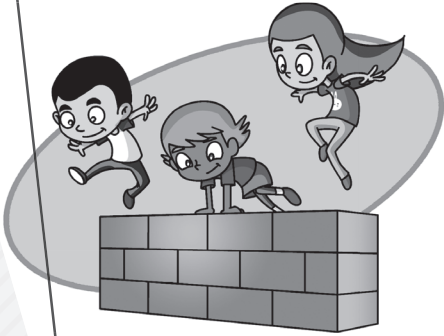
Verbs

Unit 1

Lesson 2

Friend's Activities

TRACE THE WORDS
and color the activities!



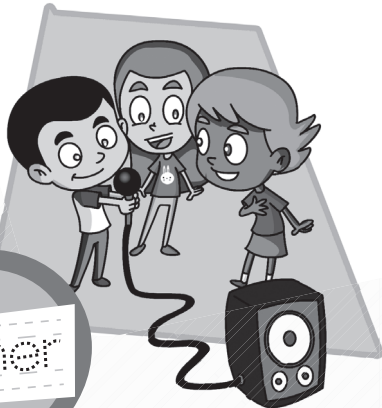
○ Jump

○ Jump



○ Play

○ Play



○ Sing

○ Sing



○ Dance

○ Dance

mother

TRACE

Love Your Friends

Jump!



SING!!!

Make up a melody using the following lyrics, then **sing it out loud!**

SING

Play!



Sing!

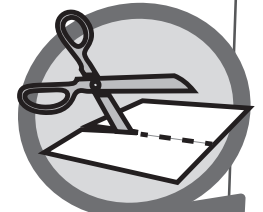
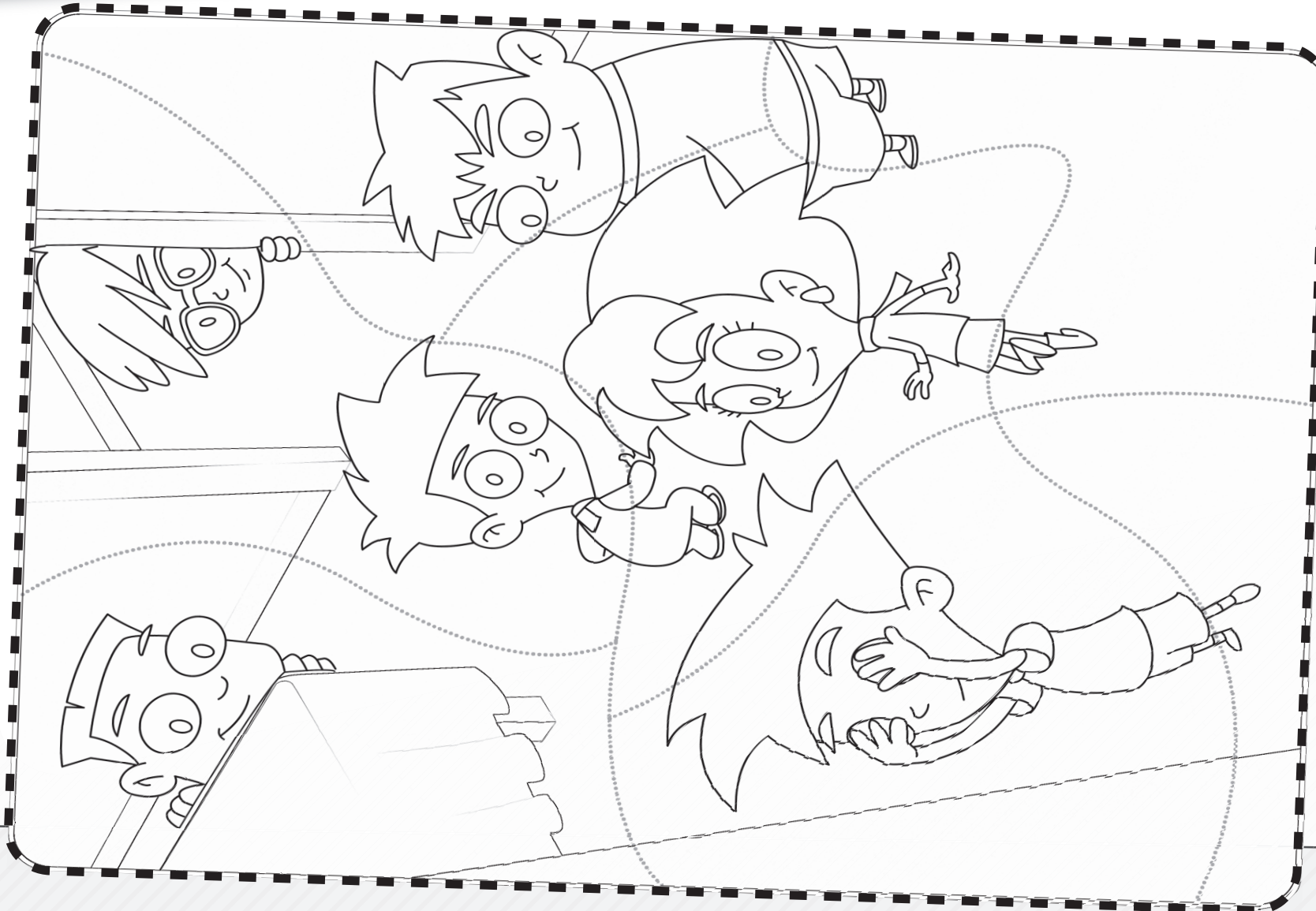
Love, love, love your friends,
Different as they seem.
Playing, dancing, jumping, singing,
True friends are like a dream.
Dance



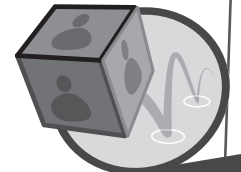
Dance!

Puzzle

Color the puzzle, cut it out,
paste it on cardboard, and play!



**COLOR
/ CUT**



PLAY!



Unit 1

Lesson 3 *mmm...* Yummy!



Paste one food cut-out
from magazines
inside the circle.

BANANAS

APPLES

COOKIES

SANDWICH

JELLO

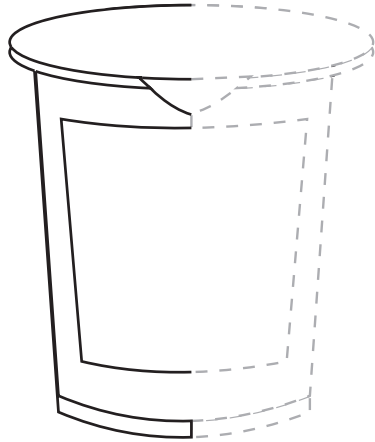
YOGURT

Food

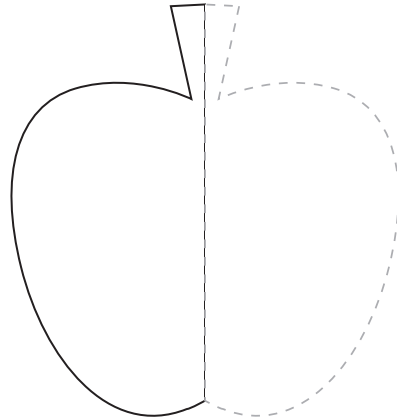
Complete the picture and **trace** the word.

mother

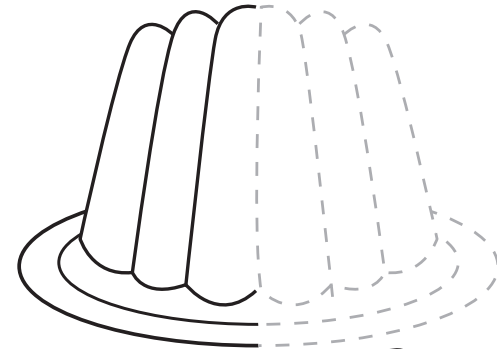
TRACE



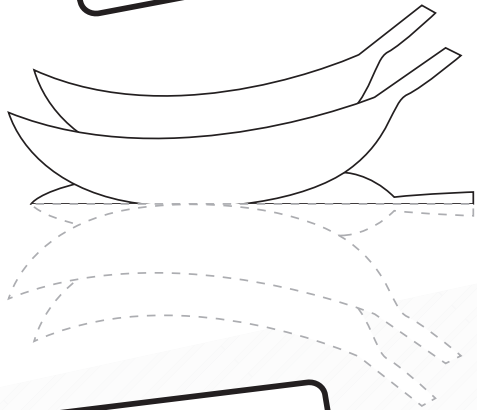
YOGURT



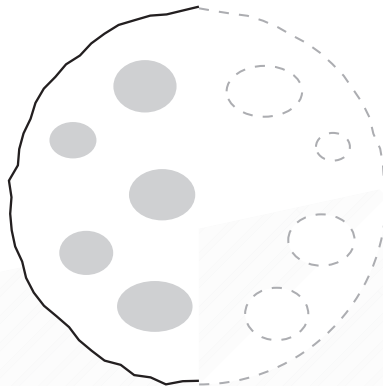
APPLES



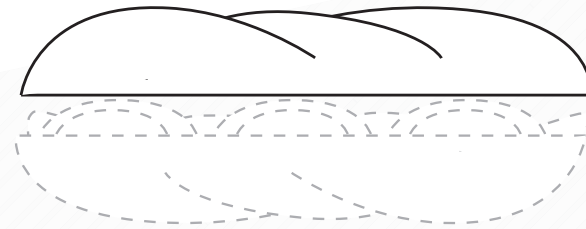
JELLO



BANANAS

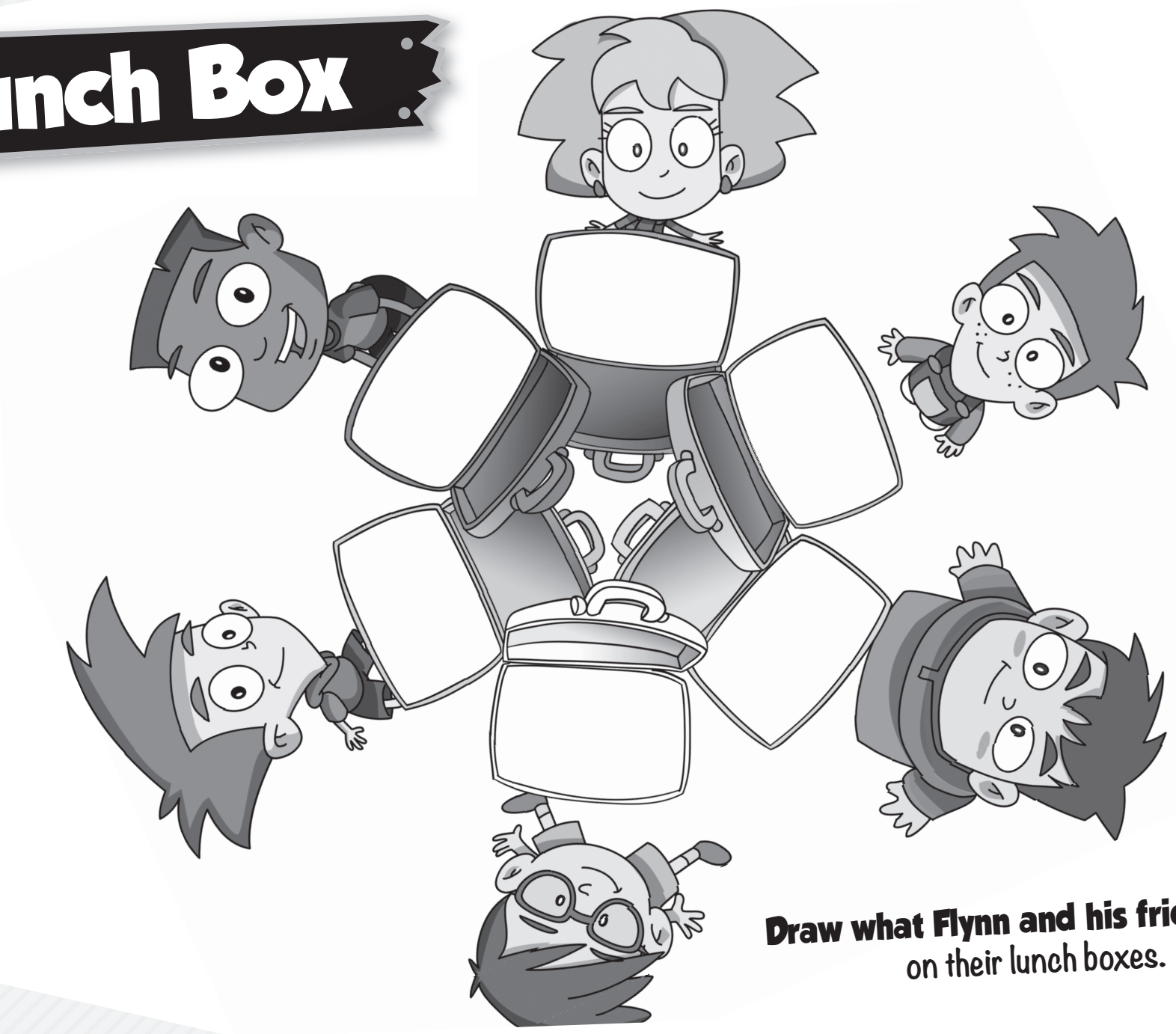


COOKIES



SANDWICH

Lunch Box



Draw what Flynn and his friends like on their lunch boxes.

I Like!

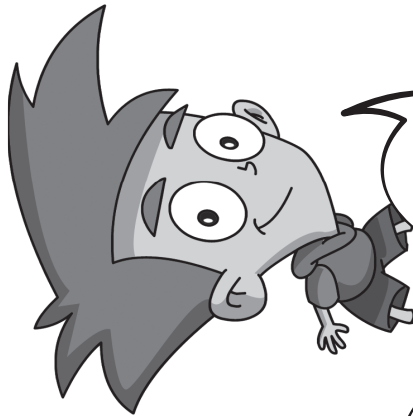
Circle the correct phrase as in the example:



I like / don't like
COOKIES

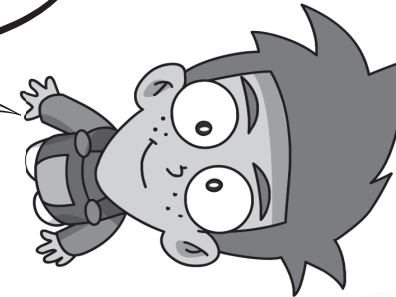


I like / don't like
APPLES



I like / don't like
YOGURT

I like / don't like
SANDWICHES



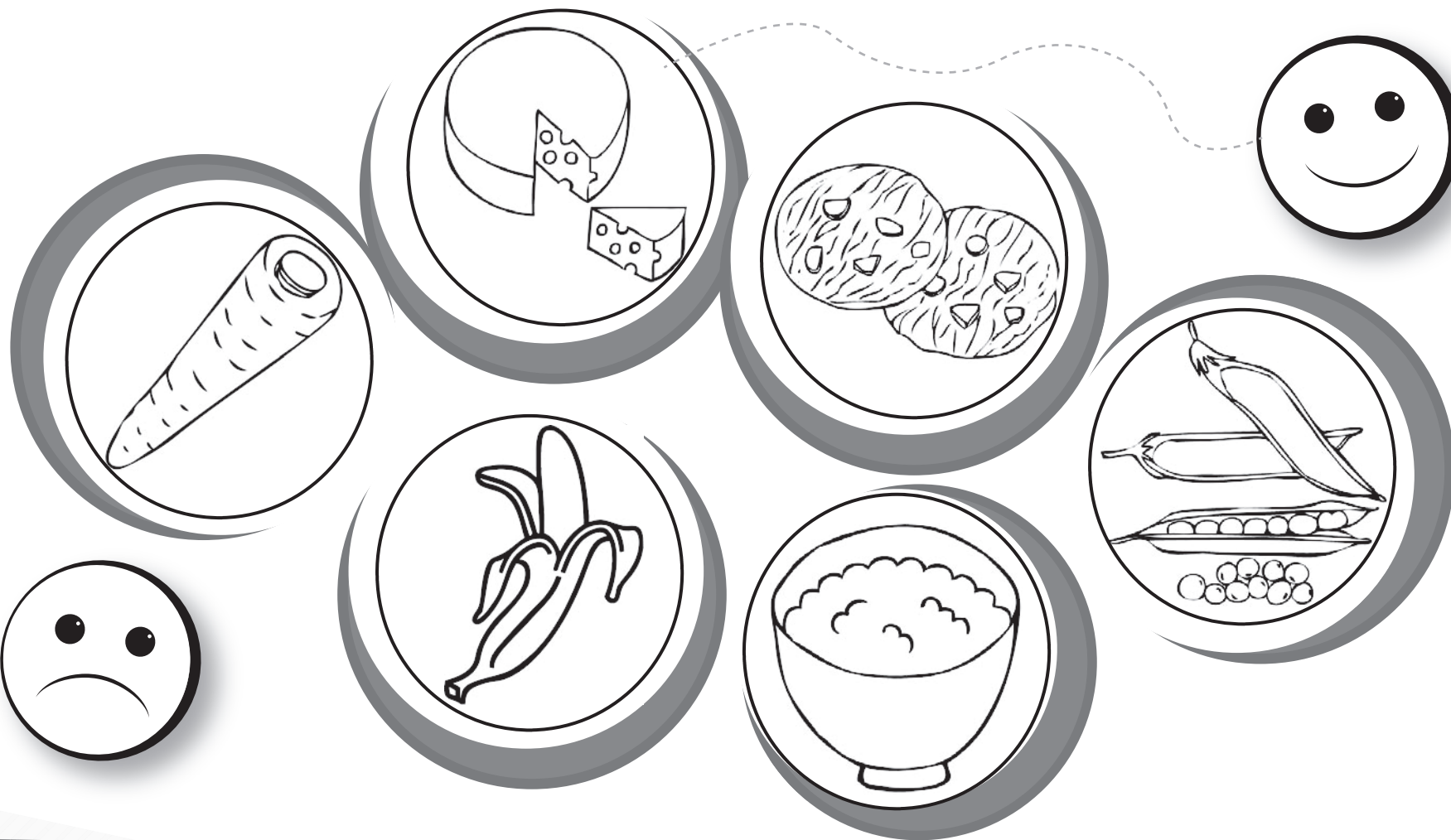
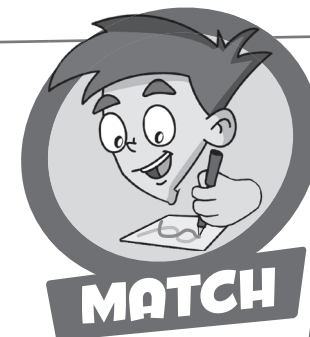
I like / don't like
JELLO

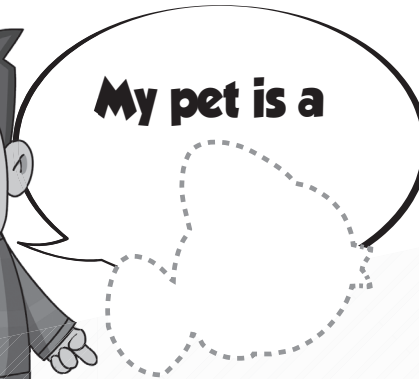
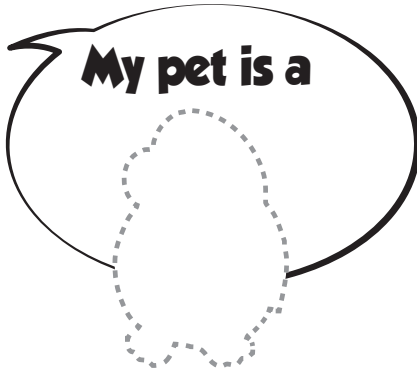
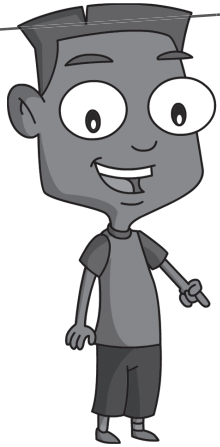
I like / don't like
BANANAS



Food I Like

Do you like this food? Match the **happy face** with the food you like and the **sad face** with the food you don't like.

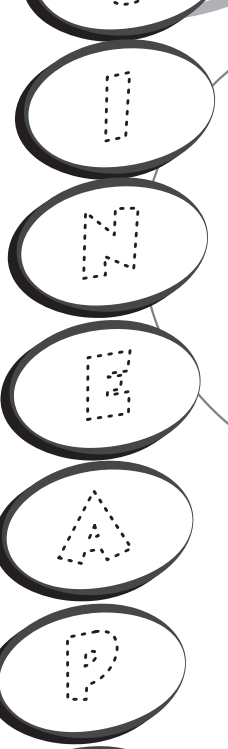
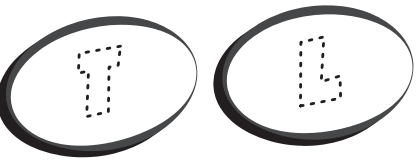
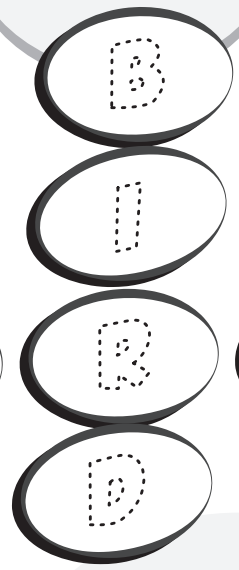
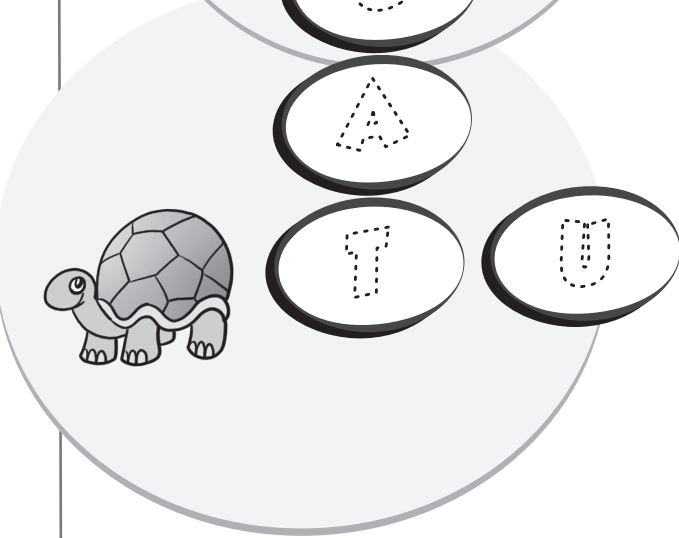
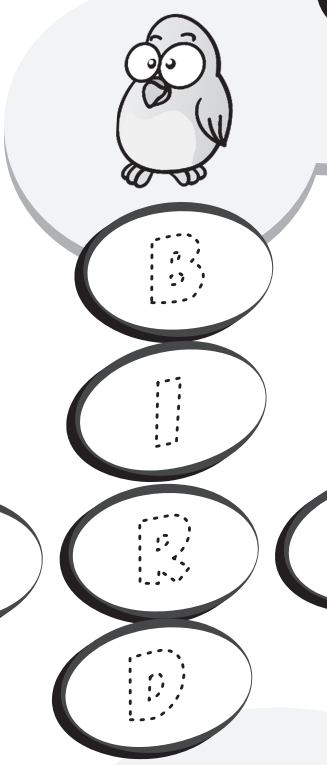
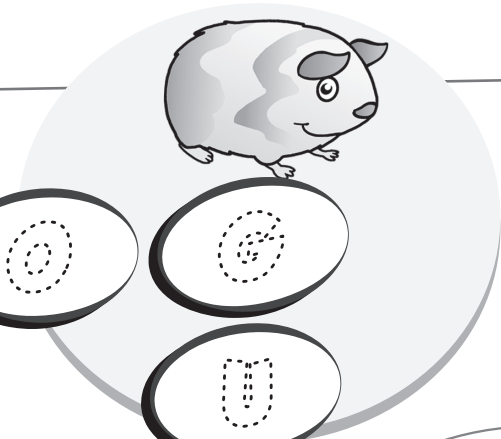
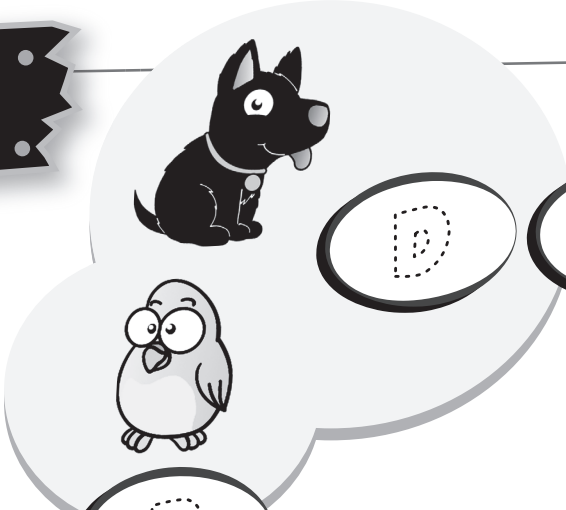




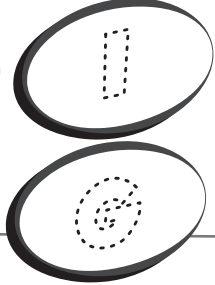
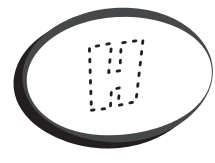
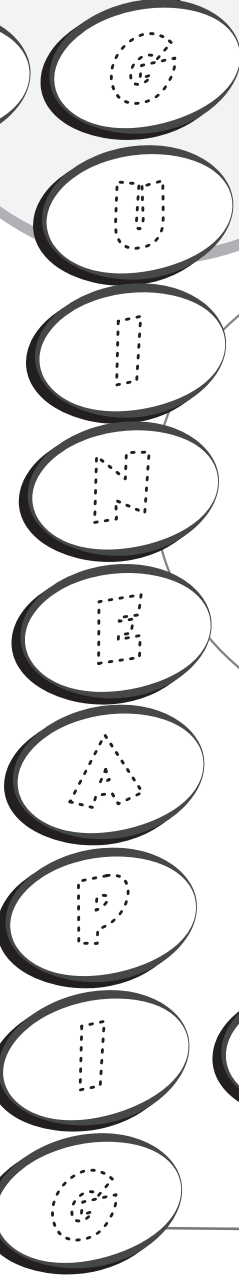
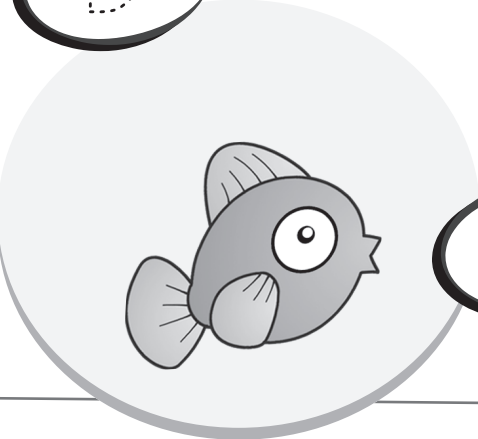
Use your **Stickers Worksheet 5 - Other Friends** -
to stick each pet next to Flynn and his friends.

Trace the Pet

mother
TRACE



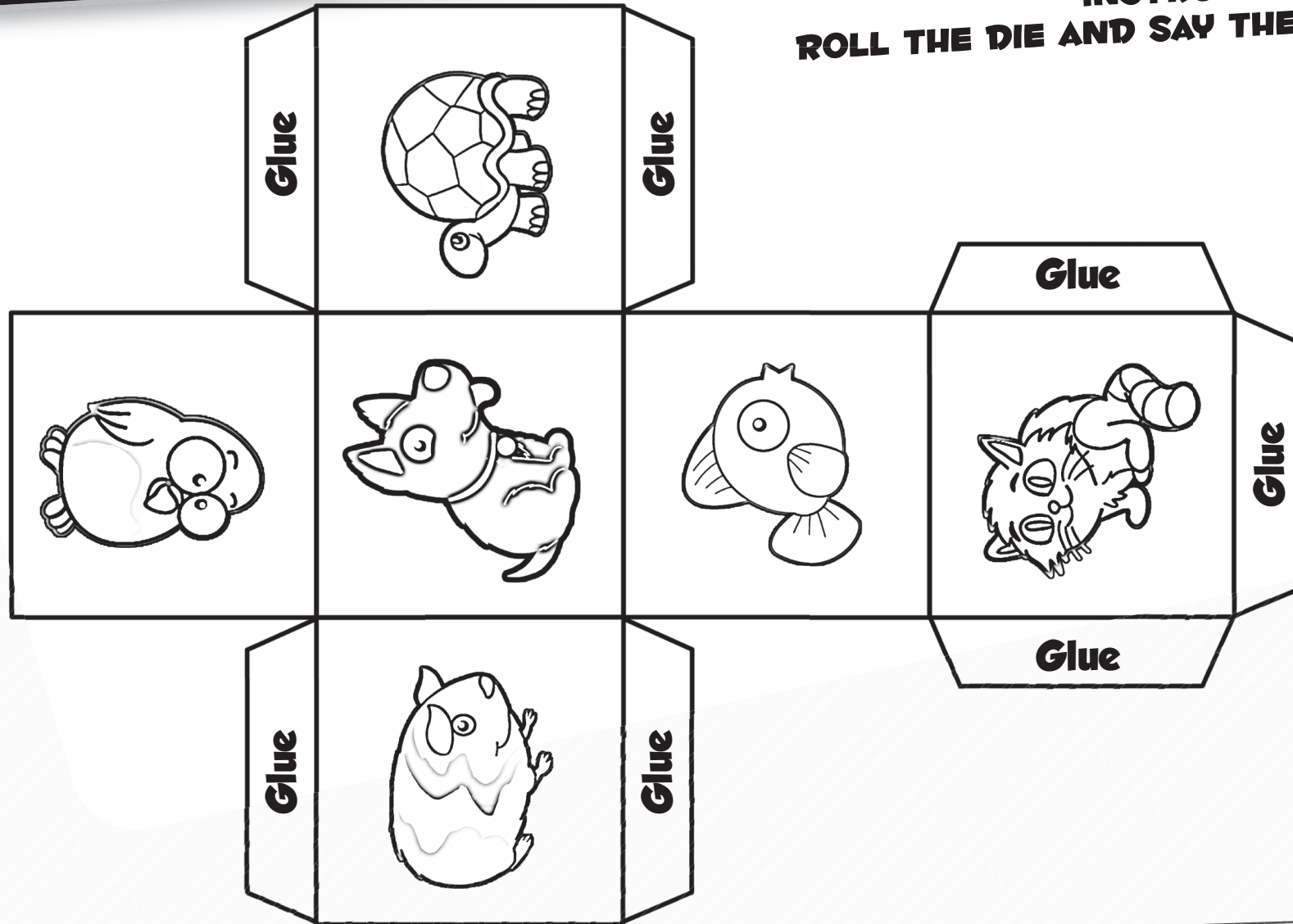
Trace and color the words!



DICE with PETS

Color the pets and cut out the die to play.

INSTRUCTIONS:
ROLL THE DIE AND SAY THE PICTURE YOU SEE.



Color the Animals

Follow the direction to color the animals:

Color the dogs **blue**.

Color the cats **yellow**.

Color the turtles **brown**.

Color the birds **white**.

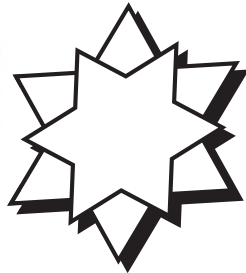
Color the guinea pigs **black**.

Color the fish **red**.

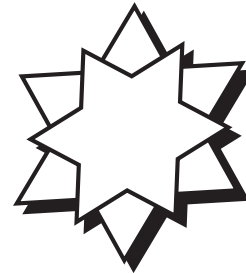


**Stars
COLOR!**

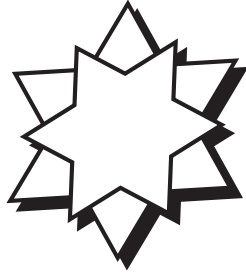
*Color
the stars with
the corresponding
color*



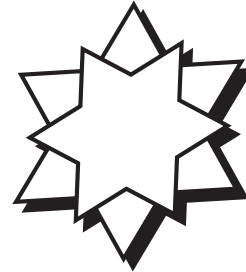
White



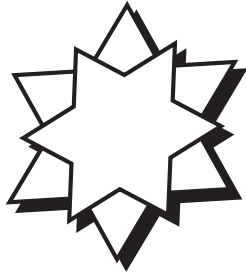
Yellow



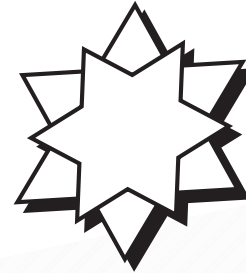
Brown



Blue



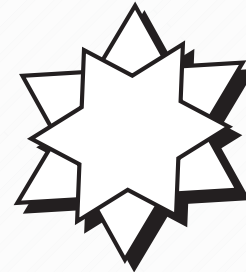
Red



Green



Orange



Black

Numbers

Trace **THE WORDS.**

mother

TRACE

1

One

2

Two

3

Three

4

Four

5

Five

6

Six

7

Seven

8

Eight

9

Nine

10

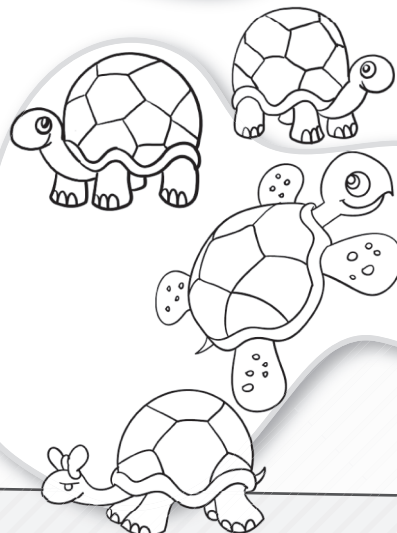
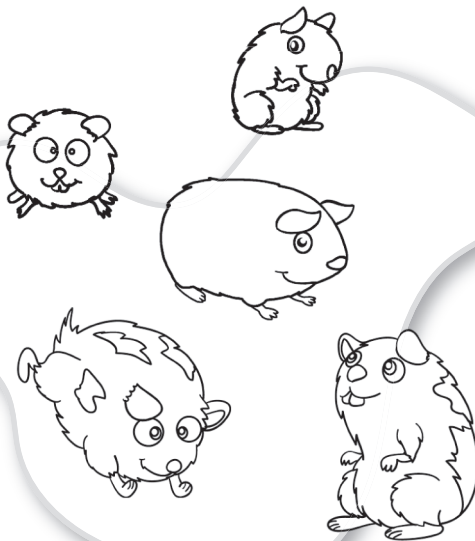
Ten

Animals COLORS

Write the number of animals you see in each group and then **color them**



COUNT & COLOR



Match and COLOR!

Match by colouring the word with the **SAME COLOR**.



NINE



SIX

TEN



EIGHT

SEVEN



FINISH

START →



1. Place the token on the start.
2. Roll a dice.
3. Move the token as the die shows.
4. Say the animal or the action you land on.



