

# Respect

I Admire You

BOOK

03

Activate English

**BIONIC**  
mind

► Inglés del futuro



# CREDITS

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BIONIC Mind

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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 (®).



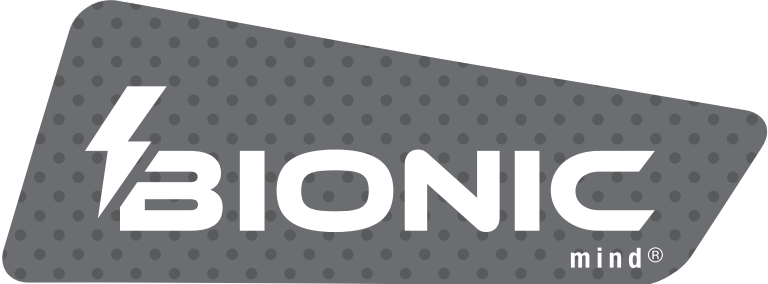
es un programa de Inglés para niños. El programa ha sido creado y diseñado para aprender mediante la navegación a través de ideas y conceptos mentales de la cultura universal ingles-

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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# My Lesson 1 Relatives



COMPLETE

## FLYNN'S FAMILY

A crossword puzzle grid with 11 empty squares. The grid is surrounded by 11 circular icons of cartoon characters. The characters are: a woman with glasses (top), a man with glasses (top-left), a woman with glasses (top-right), a woman with glasses (middle-left), a boy with glasses (middle-left), a woman with glasses (middle-right), a woman with glasses (bottom-left), a man with glasses (bottom-left), a boy with glasses (bottom-right), a woman with glasses (bottom-right), and a woman with glasses (bottom-right). The crossword puzzle grid is composed of 11 empty squares arranged in a crossword pattern. The grid is surrounded by 11 circular icons of cartoon characters. The characters are: a woman with glasses (top), a man with glasses (top-left), a woman with glasses (top-right), a woman with glasses (middle-left), a boy with glasses (middle-left), a woman with glasses (middle-right), a woman with glasses (bottom-left), a man with glasses (bottom-left), a boy with glasses (bottom-right), a woman with glasses (bottom-right), and a woman with glasses (bottom-right).

Complete the crossword with the corresponding family members.



# Family Balloons

Trace the words and match the balloons with the corresponding picture.

mother

TRACE & MATCH

Cousin

Granddad

Uncle

Granny

Aunt



# Magic Words

**TRACE THE WORDS  
IN THE BUBBLES and color them.**

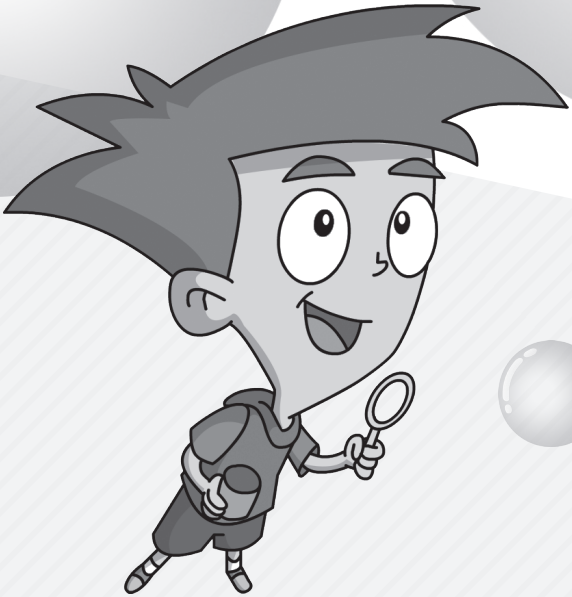
Hello

Please

Thank  
you



**TRACE  
AND COLOR**



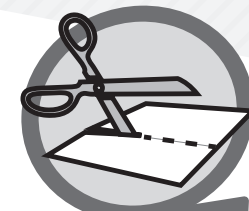
# MAGIC WORDS

Thank  
you

Excuse  
me

Please

Hello



COLOR  
/CUT

## Magic Words

# Poster

Cut out this **MAGIC-WORDS POSTER**, decorate it and paste it in your bedroom!

# Happy Birthday!



Read what each animal says and draw the candles on the cakes.

I am three

I am one

I am two

I am eleven

I am seven

I am eight

I am four

I am nine

I am six



# How old are You?

mother

TRACE

4

○ I'm Four

○ I'm Four

○ I'm Four

5

○ I'm Five

○ I'm Five

○ I'm Five

6

○ I'm Six

○ I'm Six

○ I'm Six

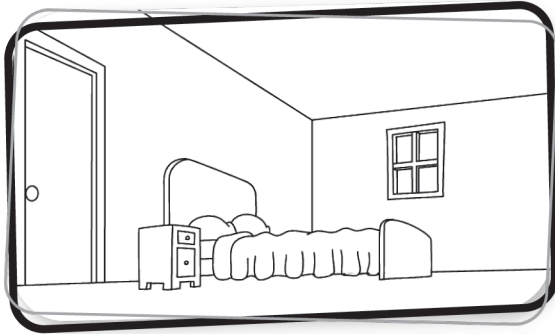
7

○ I'm Seven

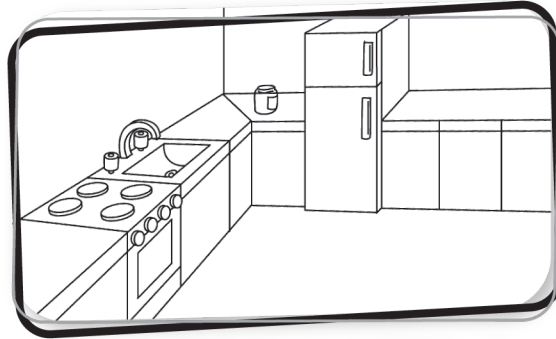
○ I'm Seven

○ I'm Seven

# Parts of the house

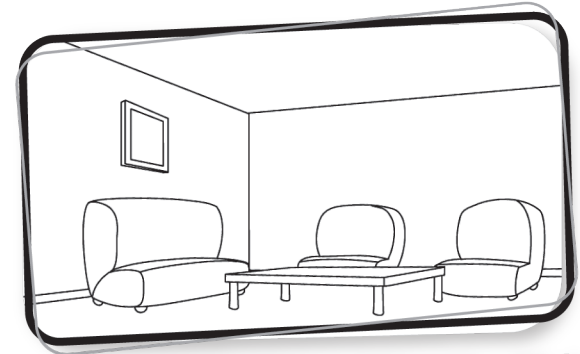


BEDROOM

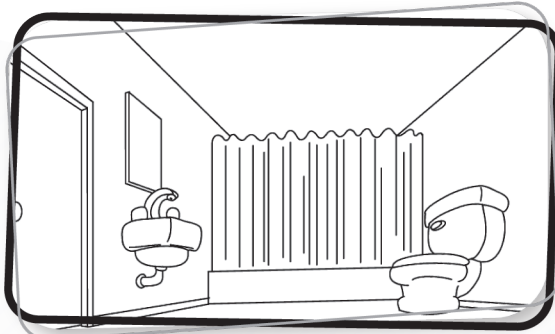


KITCHEN

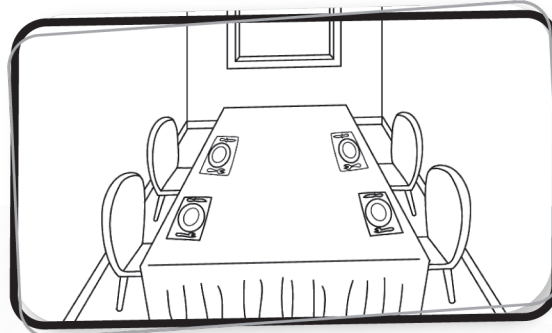
Color the rooms  
and trace the words!



LIVING ROOM



BATHROOM



DINING ROOM

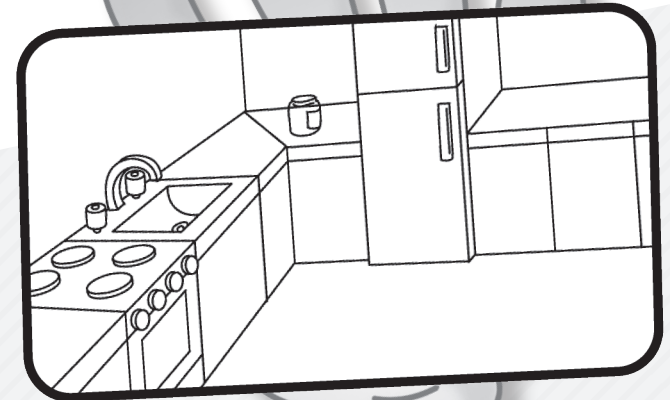
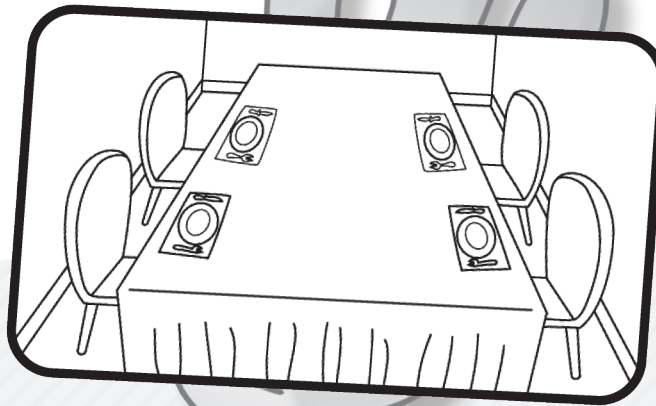
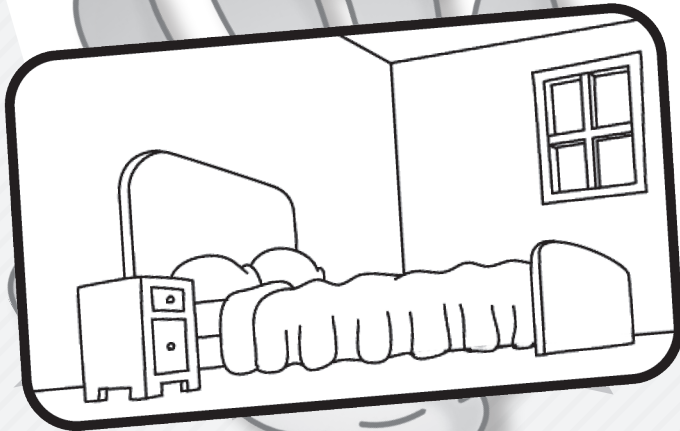
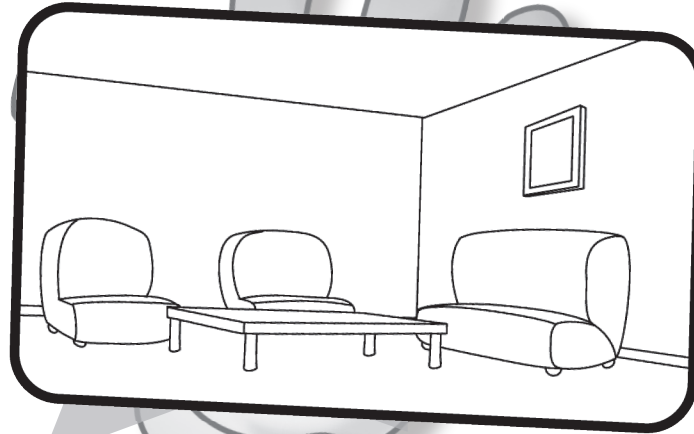
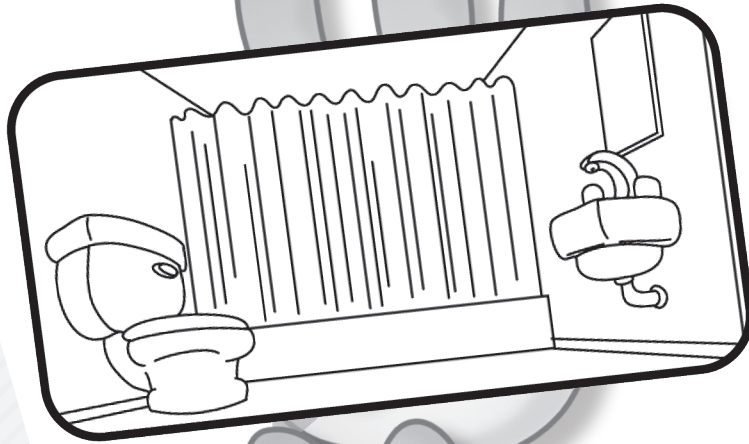
mother

COLOR AND  
TRACE

# Color and label the house



Color each part of the house  
and write the name of each  
part under **each picture**.



# He or She?

Circle the correct word as in the example:

HE / SHE



HE / SHE



HE / SHE




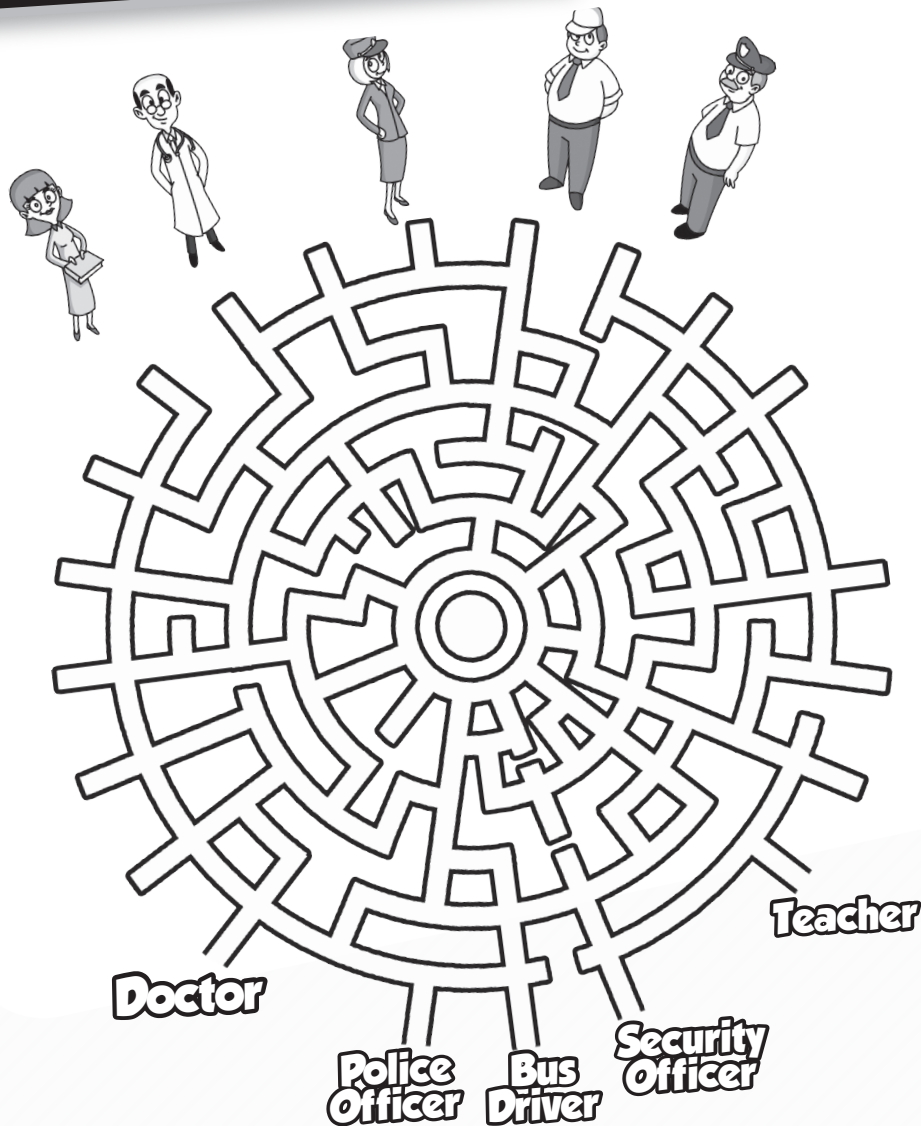
HE / SHE




HE / SHE

# Jobs


Complete the puzzle, Color the jobs and **complete** the sentences.




She is a \_\_\_\_\_




He is a \_\_\_\_\_



She is a \_\_\_\_\_



He is a \_\_\_\_\_

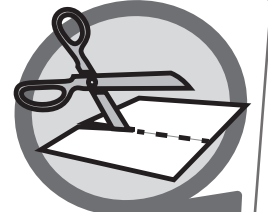


He is a \_\_\_\_\_



# JOBS Puzzle

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



COLOR  
/ CUT

# Jobs



**a Teacher**



**a Police  
Officer**



**a Doctor**



**a Bus  
Driver**

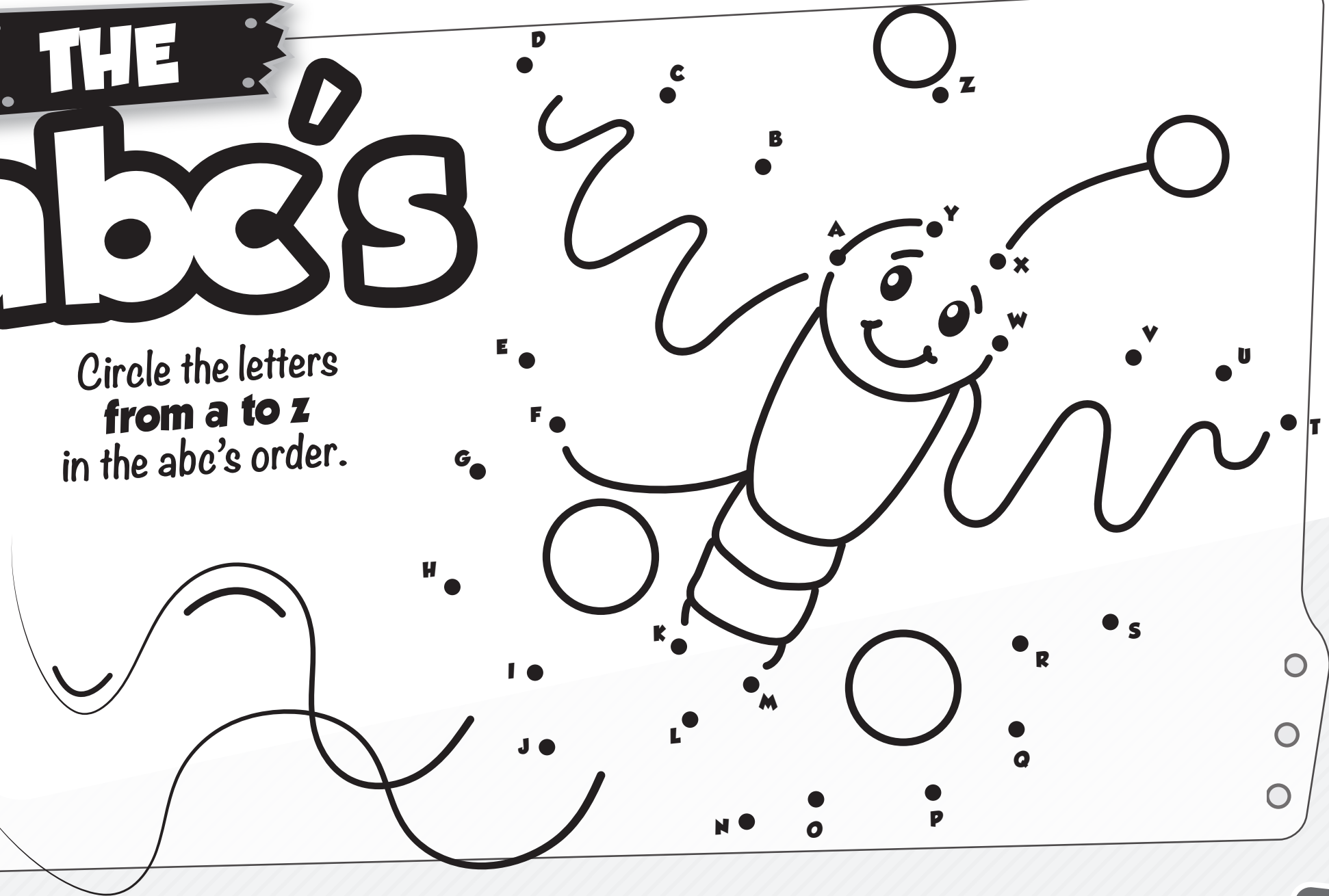


**a Security  
Officer**



# THE abc's

Circle the letters  
from a to z  
in the abc's order.



# Vowels

Write the missing vowel for each animal

mother

TRACE

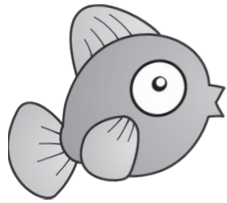
a



D

g

o



F

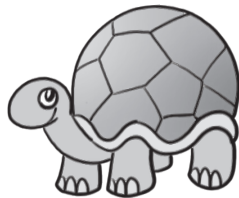
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C

t



T

r t l

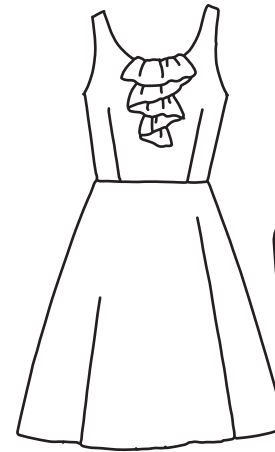
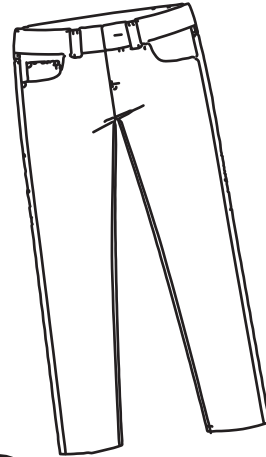
e  
u

# Color the Clothes

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



**Pants**



**Jacket**

**Shirt**



**Dress**

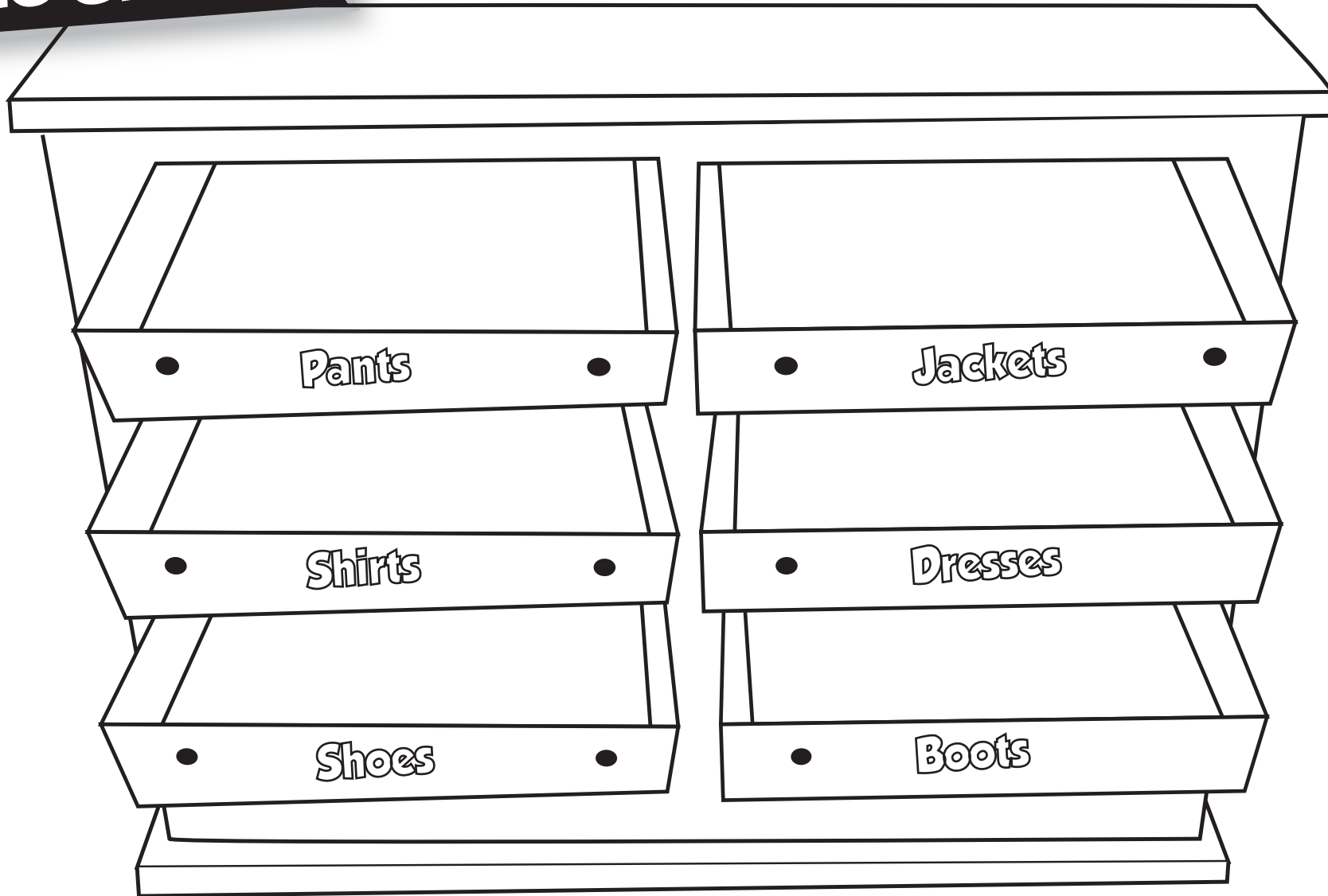


**Shoes**

**Boots**

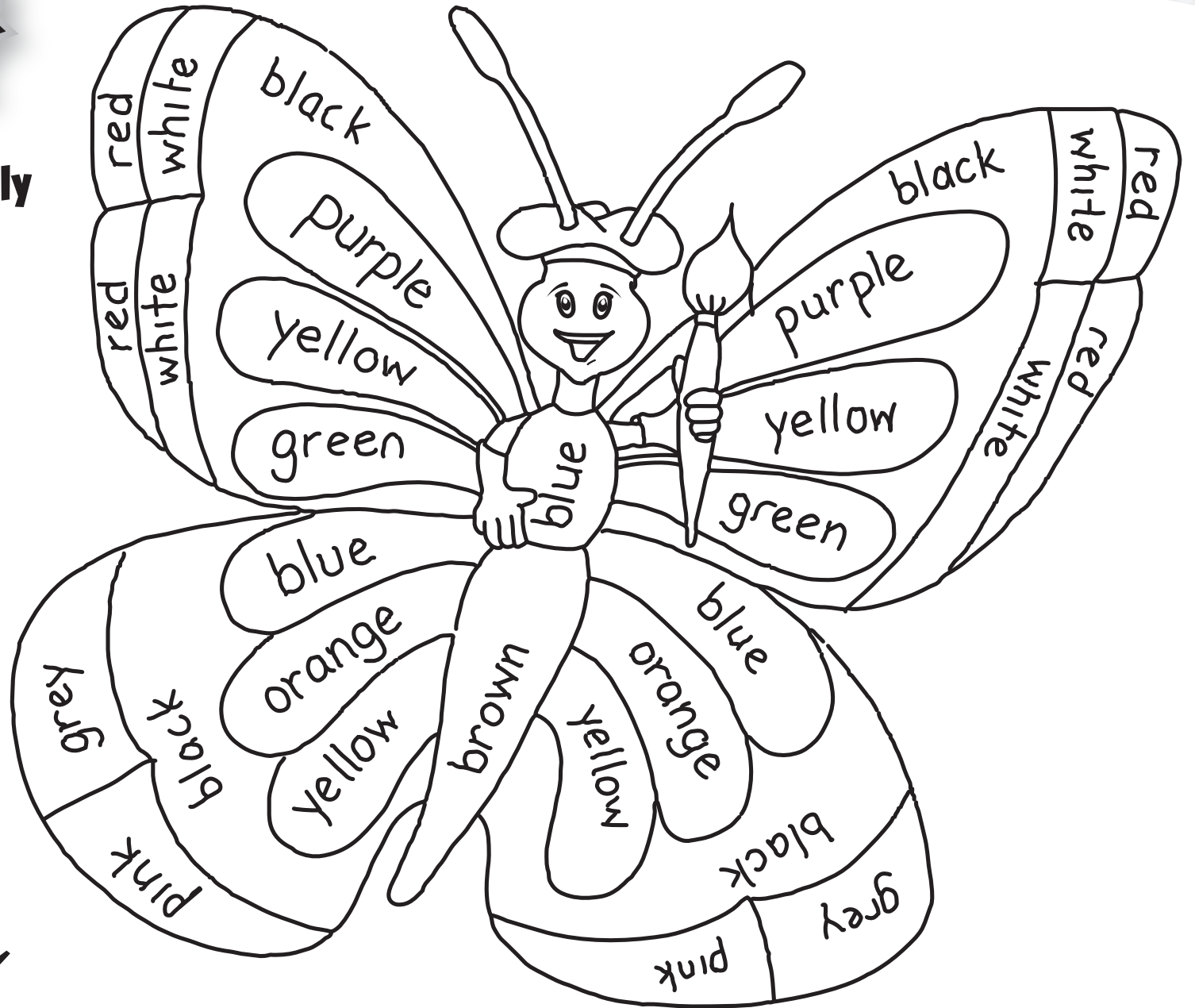
# DRAW the Clothes

Draw the clothes on the corresponding drawer.



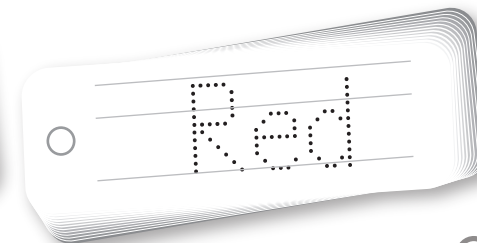
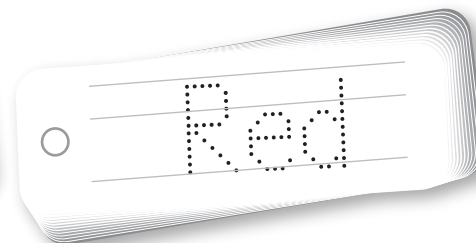
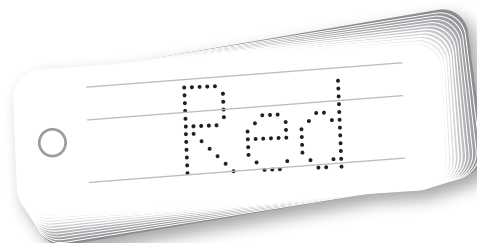
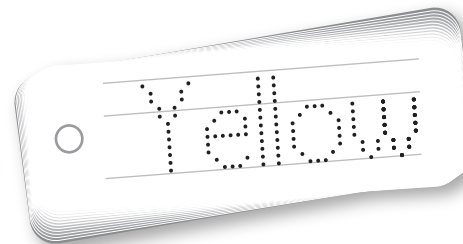
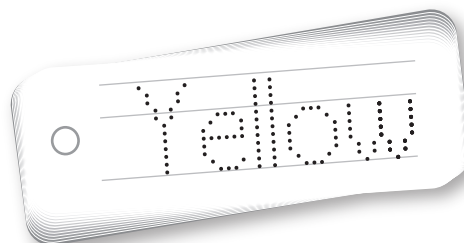
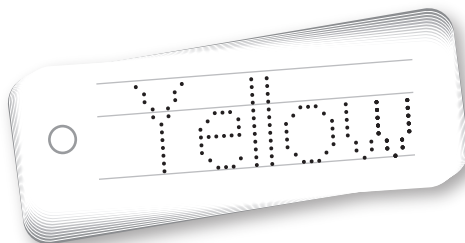
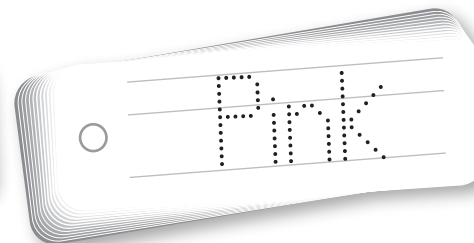
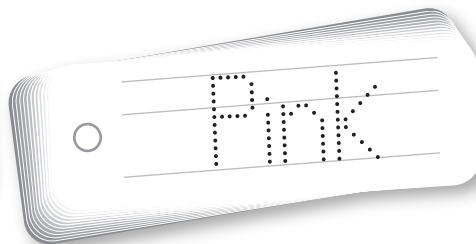
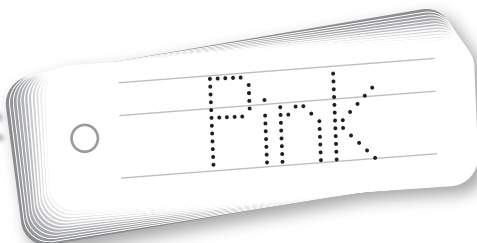
# Color the Butterfly

Color this beautiful butterfly according to the words

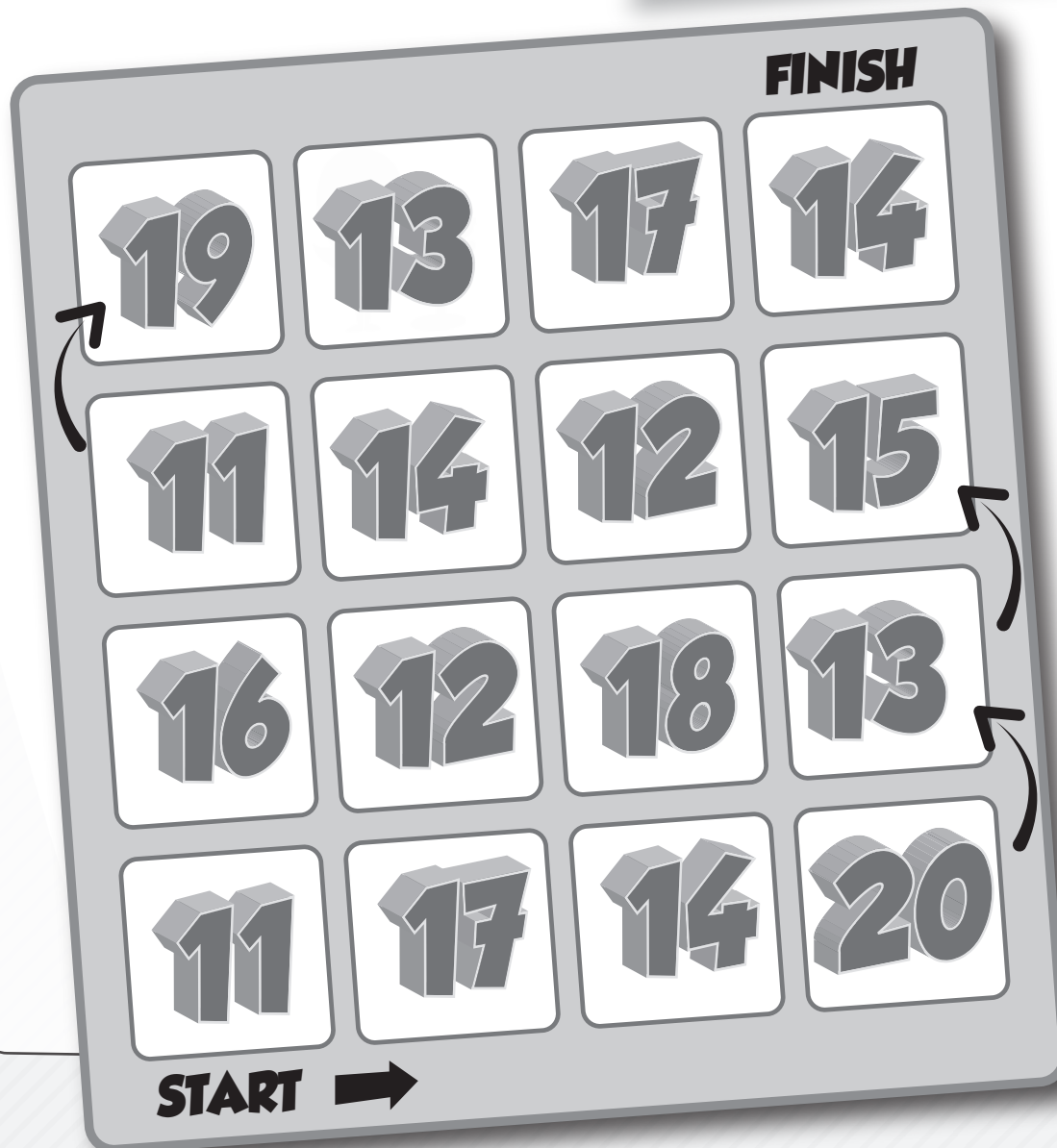


# Color the Strokes

Color the strokes and trace the words.



# Numbers



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





# Count and color

Color, count and write the number!



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