

The following activities do not require any materials besides a set of flashcards, a blackboard and the ALT's own notes, so they are good to use when you need to prepare something at the last minute.

Keyword game / keshigomu (eraser) game [Hi, Friends!]

- The ALT chooses a keyword and students must grab an eraser when they hear it. This game is great for reinforcing vocabulary points. It's especially good for teaching similar sounding words (e.g. 'glove' and 'globe') or letters of the alphabet (e.g. B/V, M/N, G/Z). This game is good for all grades, and usually 5th and 6th grade teachers and students are already familiar with it.

Missing game [Hi, Friends!]

- The ALT places flashcards on the board and removes some of them while the students' eyes are closed. This game helps students with memorisation of vocabulary. It can be used for any topic, especially if there is a lot of vocabulary. You can gradually up the level of difficulty by taking away one card at first, then two, then three, etc. You can also rearrange the remaining cards to make it even harder.

Janken train [Englipedia]

- Students practise speaking while playing janken, with the losers forming a train behind the winners. This is great for speaking practice. It can be used for a variety of topics, such as self-introduction or "What xxx do you like?". It involves the students walking around and forming a train so this activity might be difficult to do if the class has too many students.

Shinka (evolution) game / Cockroach game [Englipedia]

- Students practice speaking while playing janken, with winners 'evolving' and losers 'devolving'. This game is great for speaking practice, especially for topics which can be expressed with gestures or noises such as emotions, animals and weather. For topics that cannot use gestures, the students will only be able to find out other students' 'rank' by speaking to them.

Bridge (OF DEATH) / Janken Line [Englipedia]

- Students practice saying vocabulary while racing to the reach the opponent's side. This game works well with smaller classes, but it can be done in larger classes by having multiple games going on at the same time. This might require multiple sets of flashcards, however, or multiple sets of cards.

Charades

- The ALT or students act out gestures and the rest of the class must guess the vocabulary term. It works well for many types of vocabulary such as verbs, animals, emotions, the weather, locations etc. This activity can help bring shy students out of their shells.

Pelmanism / Memory game

- Students try to remember where parts of sentences are located in order to form full sentences. This activity works best at JHS level for grammar points that can be split into two parts, such as present progressive tense. Depending on the level of the students, you can give them points regardless of the order of the sentences if they are correct. This is a group activity.

Jeopardy [Englipedia]

- Students choose point values from various topics and answer questions varying in difficulty based on the point value. This activity works well as listening practice, especially for the “It is...” “S/he is...” sentence structure This is a group activity.

Typhoon [Englipedia]

- Students must successfully answer questions so they can choose a square on a grid, aiming to get points while at the same time avoiding typhoons. This activity helps students practice all faculties (reading, speaking, listening, spelling, etc), and it works very well as a review game. If you prepare well in advance, you can bring it out any time. This is a group activity.

Notes:

- BE PREPARED TO BE THROWN IN THE DEEP END. THERE WILL BE NO MERCY.
- Don't underestimate your students' abilities – often they will know more than you expect.
- Even if you don't think there will be time for an activity, it's always better to be prepared for it anyway.
- Different activities work differently for each school/grade so you won't know until you try them out.
- It's often easier to demonstrate an activity (for example, with your JTE/HRT) instead of trying to explain it.

Useful links

- Englipedia (ES & JHS games): www.englipedia.co/www.englipedia.net/Pages/default.html
- Kumamoto JET (ES & JHS games / *Hi, Friends!* lesson plans): kumamotojet.com/mw/index.php?title=Main_Page
- Akita JET (ES & JHS games/ *Hi, Friends!* lesson plans): akitajet.com/wiki/Teaching_resources
- ALT wiki (ES & JHS games): www.altwiki.net
- Past Kumamoto Orientation materials: kumamotojet.com/shin/index.php/kumamoto-orientation/
- Teacher's edition of *Hi, Friends!*: <http://wildmushroomland.com/2014/01/26/hi-friends-1/>
<http://wildmushroomland.com/2014/01/31/hi-friends-2/>