

Spicing Up Your JHS Classes:
It's Muy-Caliente!



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5 Minute Activities

Shiritori Game

Shiritori is a Japanese word game in which players must say a word that begins with the final *kana* of the previous word. Literally, *shiritori* means “taking the buttocks”. It’s true!

DETAILED EXPLANATION:

1. Split the class into teams of 4-6 students.
2. Draw vertical lines on the blackboard so you have an empty space for each team.
3. Give the first student of each team a piece of chalk and say, “Go.”
4. They must run to the board and write an English word in their team’s space. Then, they must pass the chalk to the next student in their team. That student must write a word that begins with the last letter of the previous word.
5. Stop the game after 2 or 3 minutes, and check the answers. The team with the most correct words wins!

The Row Game

My JTE uses this game at the beginning of every class as a warm-up for the students. At first, the students were uncertain and didn’t answer right away, but they really got into the game once they got used to it. You can use this game to practice any grammar point.

DETAILED EXPLANATION:

1. Everyone stands.
2. The JTE or the ALT asks the students a question. For example, “What did you eat for breakfast today?”
3. Choose the student who raises their hand the fastest to answer the question. They must answer, “I ate bread” or something along those lines.
4. If the answer is correct, they can sit down and they can choose who else can sit. For instance, they can say, “In front” and everyone in the row in the front of them can sit. Other examples are behind, right, left, diagonal, etc.
5. If the answer is incorrect, the teacher asks the question again, and chooses another student.
6. When there are only 1 or 2 students left standing, you can start the game over or move on with class.

TEACHING SUGGESTIONS:

- Ask follow-up questions to encourage students to listen to their classmates. For example, my JTE is great about asking questions like, “Did you watch TV last night?”, getting an answer, and then following up on that answer with a question like, “Did [that student] watch TV last night?”.

VARIATIONS:

- In my class, students get creative and they say things like, “Baseball players sit. Volleyball players stand up.” Then, even if the volleyball players were sitting down they must stand up. Or girls sit down, boys stand up. It’s cool how they extend the game even though they don’t have to!

10 Minute Activities

Future World Cup 2010

This game is from the JHS *Englipedia Project* website. You can find it in the Grammar section under “Verb, Future”, but it can be adapted to any grammar point. Just download the worksheet and change the grammar in the circles to whatever you need. The following instructions are copied from the website.

MATERIALS:

1. soccer field worksheet
2. soccer ball worksheet.

(please go to ↓ for attachments).

<http://www.jhsenglipediaproject.com/Pages/JHS_Textbook_Game_FutureWorldCup2010.aspx>

DETAILED EXPLANATION:

1. After breaking the class into pairs, each pair receives a ball and soccer field.
2. The ball is placed in the center of the field and the pair plays Janken.
3. The winner "passes" the ball in the direction of the arrows. The passer then asks the defender the next question. The defender answers and they play Janken again. The winner then "passes" the ball.
4. Continue until someone scores.
5. Put the ball in the center and play again.

TEACHING SUGGESTIONS:

- Make a "game clock". Before the game starts, tell the class when the game will end and write the time on the board. Give them a 2-minute warning.
- You may have students who just play Janken and don't practice the target words. To avoid this, model the rules of the game in front of the whole class and show them that if they don't use English, the other player gets to "pass" the ball automatically without having to janken

TIPS/CAUTION

- If you use the Jabulani soccer ball cut-outs, some of them may "disappear" after the game, so be sure you have enough for the next class. Also, I suggest printing the balls on thick paper.

Bingo

B-I-N-G-O, and BINGO was his NAME-O! This is a classic game and it's great for English classes. The format can be endlessly tweaked, and you can use any grammar point. The attached worksheet is focused on "Would you like ~?" questions. As with every activity, I suggest first demonstrating with your teacher.

MATERIALS:

1. Bingo Worksheets

DETAILED EXPLANATION:

1. Write the numbers 1-16 randomly in the boxes.
2. Find a partner and janken.
3. The loser asks, "Would you like to ~?"
4. The winner answers, "Yes, please." or "No, thank you." Then, they find the number associated with the "~" phrase and crosses it off on his or her Bingo card.
5. Find another partner and continue.
6. The first person with a Bingo wins!

TEACHING SUGGESTIONS

- Make sure the appropriate grammar is written on the board. For this particular Bingo game, I wrote "Would you like ~?" first. Then I wrote the answers, "Yes, please." and "No, thank you." underneath the question.
- If your students try to play without verbalizing the grammar, you can play teacher versus students where the teacher Jankens with the whole class.

VARIATIONS

- Students can play with the same partner the whole time.
- Students play without Janken.
- You can also play in teams. Give each team a big Bingo card, and ask them to fill it in. Then ask the teams to decide the order of students. The first student in each team can Janken with the first students of other teams. Move on to the second student and so on.

15 Minute Activities

Typhoon

Though the attached game is for practicing comparatives, this is yet another game that can be changed to fit your grammar needs. At any point during the game, teams may lose their points so get ready for some high tension storm-filled activity.

MATERIALS:

1. Flashcards (Email Shara for pre-made flashcards).

DETAILED EXPLANATION:

Before the game: Place the flashcards in a grid on the blackboard and tell everyone to close their eyes. Behind the cards, write points and T's on the blackboard. Points can be value. The T's mean Typhoon. During the game if a team chooses a card with T behind it, the points of all the teams are erased. Tell your students to open their eyes and start the game.

1. Split students into teams of 3 or 4.
2. Ask students to choose who goes 1st, 2nd, 3rd, and 4th.
3. Choose a team to go first. (You can choose anyway you want. Put pieces of paper with the team number in a hat, choose the fastest team to raise their hand, Janken, ask a starter question and let the team that gets it correct go, etc.)
4. The first student from the first team must come to the board, choose a card, and say the correct grammar. When they say the correct grammar, take the card away and give them the appropriate points or Typhoon all the points away!
5. The team with the most points at the end of the game wins!

TEACHING SUGGESTIONS:

- Make sure the appropriate grammar is on the board next to the cards.
- Let teammates help each other if they can't get the correct grammar.

VARIATIONS:

- If you have a lot of students in your class, split the class into 3 or 4 teams and make the whole team come up and figure out the grammar. Then they must say the correct grammar together.
- If a team gets a T, only that team's points are erased.
- Add an L (for Lightning) into the mix. If a team gets an L, that team gets an extra 5 points and all the other teams' points are erased.

Board Game

Bring the family game night to your English class! All you need is some dice and a game board of your own creation to let your students enjoy learning the day's grammar point. The attached board game is for practicing the present perfect, but, like many other activities in this packet, you can make your board game with any grammar point you want. You can also find a lot of board game templates on the *mes-english.com* website.

MATERIALS:

1. Enough game boards for each group
2. A die for each group

DETAILED EXPLANATIONS:

1. Split the class into groups of 3 to 4 students.
2. Ask them to each place an eraser on the 'Start' box.
3. Students janken to go first.
4. The first player rolls the die and moves that number of spaces. Then, they must the second player the question they landed on. The second player must answer and then they can roll.
5. The first person to the end wins!

TEACHING SUGGESTION

- As I mentioned in the presentation, there are students of all different levels in the class. Some students can ask and answer the questions easily, but other students need help so I provided the students with the attached *Board Game Hints!* just in case.
- Use this present perfect version as a review after the whole present perfect unit. Otherwise, your students will be super overwhelmed!

VARIATIONS

- In order to win, students must roll the exact number they need to land on *Finish*.



Name _____

Would you like....? Bingo Game!

Would you like...? Bingo Phrases

Please write the numbers randomly in the squares above.

- | | |
|----------------------------|-----------------------------|
| 1. to go to the library? | 9. some pizza? |
| 2. to study English? | 10. some tea? |
| 3. to go to America? | 11. some dinner? |
| 4. to go shopping? | 12. some cake for dessert? |
| 5. to give me a present? | 13. something to drink? |
| 6. to go to the park? | 14. something to eat? |
| 7. to meet my family? | 15. another sandwich? |
| 8. to see a movie with me? | 16. another piece of pizza? |

Present Perfect Questions

Board Game

Start	1	2	3	4
	<i>Have you eaten in a restaurant this week?</i>	Have you ever gone to school by bus?	Have you ever played table tennis?	Miss a turn!
9	8	7	6	5
What classes have you gone to today?	Go back 2 spaces!	HOW LONG HAVE YOU STUDIED ENGLISH?	HAVE YOU VISITED ANY COUNTRIES OUTSIDE JAPAN?	What food have you eaten today?
10	11	12	13	14
How long have you been in a club?	<i>Have you ever cooked dinner?</i>	<i>How long have you lived in Asagiri?</i>	How many times have you been to the hospital?	Move forward 2 spaces!
19	18	17	16	15
HOW MANY TIMES HAVE YOU GONE CAMPING?	<i>Have you ever skied?</i>	Miss a turn!	WHAT TV SHOWS HAVE YOU WATCHED THIS WEEK?	HAVE YOU RECEIVED A PRESENT THIS MONTH?
20	21	22	23	Finish
<i>How many times have you been to Honshu?</i>	Have you ever been to Hokkaido?	Have you had a good day today?	Go back 2 spaces!	

Sample *Typhoon* Flashcard
Comparatives Practice
“Chopper is shorter than Luffy.”

Chopper

short

Luffy



P.P. Board Game Hints!

Q: Have you ever ~ ?

A: Yes, I have. / No, I haven't.

Q: Have you ~ ?

A: Yes, I have. / No, I haven't.

Q: How long have you ~ ?

A: I have ~ for # years.

Q: How long have you played golf?

A: I have played golf for 2 years.

Q: How many times have you ~ ?

A: I have ~ # times.

Q: How many times have you seen Pirates of the Carribean?

A: I have seen Pirates of the Carribean 2 times.

or

A: I have never seen Pirates of the Carribean.

Q: What ~ have you ~?

A: I have ~ .

Q: What books have you read?

A: I have read Harry Potter.

Activities Outside the Classroom

教室外での活動

***ALWAYS** ask your school before doing any of these activities!

1. English Board (英語ボードやポスターを作る):

- ✓ Decorate a board or make a poster.
- ✓ This board can be placed in the English classroom or anywhere around the school.
- ✓ It can be about yourself, family, friends, country, or you can put fun English games or questions to challenge your students.

2. Letter/ E-mail Exchange (手紙やメール交換):

- ✓ Create an email account separate from your professional account just for students email.
- ✓ On a poster (or if you are super cool on your meishi cards) post your new email address for the students to see.
- ✓ If the students don't have a computer (mine don't) you can do a letter exchange instead.
- ✓ Set up a decorated letter box in the English room or on your desk in the teachers' office (wherever you think is best).
- ✓ Make sure you give specific instructions on how you want the email/letter to be arranged.
 - Name, Grade, Subject header, etc.
 - Give topics or questions to give the students some ideas about what they can talk about.
- ✓ If the students seem hesitant to write, depending on how comfortable you are with Japanese, let them know that they can use a little Japanese to get them started.
- ✓ As they feel more comfortable they can use more and more English.

3. English Library (英語図書館):

- ✓ Attached on the next page is an outline example for the English library used for my school proposal.
- ✓ The purpose of this is to give the students an opportunity to borrow English media that allows them to enjoy their English learning experience.
- ✓ I used personal manga and movies for my English library.
 - If you enquire with your BOE it is possible that some funds can be given to get you started on this.
 - You may also want to speak with your school librarian to see if you can collaborate on this.
 - A joint effort with the library also means that the library can help fund the materials for this library.

4. English Club (放課後の英語クラブ) :

- ✓ Many schools already have extracurricular activities and clubs after school. Write up a proposal for you principal about the possibility of making an English club.
- ✓ Due to the schools time constraints you can say they can meet once or twice a month for English club (refer back to your JTE about possible times and how often you could meet).
- ✓ Depending on what you plan to do in the club, you can host it in the English classroom.
- ✓ This would be a great opportunity to talk with your JTE about stuff that the JTE thinks the students need to work on and to see if you can incorporate some of those issues into the club activities and games.
- ✓ Get the kids involved in designing and creating the club.
 - Students can make the English club signs.
 - You can have the students write up a recommendation sheet of what they would like to do in an English club.
 - a. **Movie Day (英語の映画を見る)**: Bring in a movie that is approved by the school but the students would find interesting.
 - b. **Cooking (あなたの国の料理を作る)**: Show the students how to cook some traditional foods from home.
 - c. **Party (そのようなハロウィーンやクリスマスパーティーなどのホリデーパーティーを行います。)**
(Culture related: Halloween, Christmas, Valentine's Day, etc.)

*Funds for this club must be discussed through your JHS and your BOE. Depending on the situation your school might already have funds available for club activities.

*For activities like cooking, have each of the student s bring an item needed for the cooking to cut down on costs.

ENGLISH LIBRARY: EXAMPLE PROPOSAL PAGE

みなさん、こんにちは！山江中学校で行う楽しいプログラムをご紹介します。このたび英語の図書館を聞くことになりました！みなさんが借りられるよう英語の映画と漫画の本を購入しました。

Hello Everyone! It's _____-sensei again to tell you about a fun new program I am starting with _____ Junior high school. We now have an English Library. I have purchased a collection of English movies and English manga for all of you to borrow.

借りたい場合は、次のようにして下さい。

If you wish to borrow any of these materials this is what you must do:

1. Look through the packet of movie and book choices. 映画と本の選択肢を見てください。
2. Choose one that you like. あなたの好きなものを選択してください。
3. Come to my desk and ask: 先生の部屋で私の机に移動します。私のところに来て下さい。

Please may I borrow _____? 私は _____ を借りられますか？

3. If the book or movie hasn't been borrowed you may put: 本や映画が、利用可能な場合：

①Your name (in romaji), your grade, and the title of the book or movie that you wish to borrow on the checkout sheet. チェックアウトシートに、名前と学年本のタイトルを記入してください。自分の名前ローマ字では記入してください。

Here are the rules: ルールがあります。

1. You may only borrow one item at a time. 一度に本/映画を借りることができるのは一冊です。
2. You can borrow materials for 2 weeks. 映画/本を借りられる期間は、2週間です。
3. Materials may only be borrowed when I am at the school on Monday's and Friday's. 借りることができるのは私がいる月曜日と金曜日です。

This is an opportunity for you to practice your English and to hear natural English. I hope all of you take this chance and borrow some of these books and movies.

*これは、あなたの英語のスキルを楽しく練習する方法です。なので、これらの映画や本を借りて、たくさんの英語を学んでください。

Good Luck! And Have fun!

Web-Sources for Activities 中学オンライン授業や活動

1. ENGLIPEDIA: <<http://www.jhsenglipediaproject.com/Pages/default.aspx>>

A great lesson plan site, especially if you are looking for junior high school activities. Activities are linked up across New Crown, New Horizon, One World, Sunshine, and Total English, so no matter what text book you are using, your target grammar point is easy to find.

- ✓ **GRAMMAR**: One of the most beneficial parts of this site is its grammar page. For grammar activities or ideas click >JH >Grammar. A list of grammar points will pop up.
- ✓ **GENERAL GAMES**: If you are just looking for a filler game for warm-ups then go to the top of the page click >JH >General Game. Most of the games listed have the English and Japanese write up, that way you can give a copy of it to your JTE. (Or just click at the top link for >Warm-ups.
- ✓ **TEXTBOOK**: There are also games, activities and ideas already provided for each of the textbook lessons on this site (6 different chain of textbooks are available). Click >JH >Choose which book and grade you want and what lesson. A list of available activities will be provided.

2. GENKI ENGLISH: <<http://genkienglish.net/>>

*Genki English is probably one of the most well know ALT oriented sites around. Largely aimed towards elementary school, the site contains a good number of games and activities that tend to be quite fun.

3. LET`S TEACH ENGLISH: <<http://letsteachenglish.com/links.php>>

- ✓ This site has a ton of great links to lesson ideas for all JHS levels.
- ✓ Just choose one of the icons at the top of the page (JHS year 1,2,or 3; or games).
- ✓ Each link has a list of games and ideas for grammar lessons along with a comprehensive explanation of different grammar points if you are unfamiliar with them.

4. MESEnglish: <<http://www.mes-english.com>>

All of the resources are designed to be versatile and useful in many elementary and JHS classes. There are free flashcards, printable worksheets and handouts to match, phonics worksheets, printable ESL games, printable certificates, stickers to print, and other activities all ready for printing.

5. SPEAKRAKU: <speakraku.com>

A great site for elementary, junior high, and high school lessons and game ideas, Just click one of the icons on the top of the page (ES, JS, or HS) and the site will pop up a bunch of great ideas to use. They have also recently expanded their site and added videos to some of the games.

***If you have any questions or would like media files of any of these materials feel free to email us at:**

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NOTES

BRAINSTORMING

Present Tense Charades

- | | |
|----------------|--|
| 1. You sleep | |
| 2. We read | |
| 3. You all buy | |
| 4. She speaks | |
| 5. I play | |
| 6. They eat | |



Italian Verb Index Guide

Giocare—to play

I play	We play
You play	You all play
He/She plays	They play



Giocare—to play

Io gioco	Noi giochiamo
Tu giochi	Voi giocate
Lui/Lei gioca	Loro giocano

Mangiare—to eat

Io mangio	Noi mangiamo
Tu mangi	Voi mangiate
Lui/Lei mangia	Loro mangiano

Leggere—to read

Io leggo	Noi leggiamo
Tu legghi	Voi leggete
Lui/Lei legge	Loro leggono

Dormire—to sleep

Io dormo	Noi dormiamo
Tu dormi	Voi dormite
Lui/Lei dorme	Loro dormono

Parlare—to speak

Io parlo	Noi parliamo
Tu parli	Voi parlate
Lui/Lei parla	Loro parlano

Comprare—to buy

Io compro	Noi compriamo
Tu compri	Voi comprate
Lui/Lei compra	Loro comprano