



Kumamoto Orientation 2018

Senior High Classroom Games!

STANDARD GAMES

Games that can be applied to a variety of lesson topics, usually used to reinforce / review learned material. They are designed to be simple to play and easy to explain.

KARUTA - A popular Japanese game played with cards. A reader will say a word, and the players have to find the corresponding picture. Karuta is so well known by students that little to no explanation is required before playing it. However, the ALT will need to make a new deck for each topic they wish to review (such as weather, body parts, hobbies, etc.)

MATCH UP! GAME - An easy review game that can be played really quickly. Make English cards with desired vocabulary and an equal set of cards with the Japanese meaning. Give half the class, the English cards and the other half the Japanese then let students find their partner. Always make even numbered cards even if you have odd numbered students and simply give extra cards to students (so in the end some students may have more than one card)

GESTURES - "Gestures" is Taboo but it an easier version. Recommended for low level high schools. With a pack of cards with action verbs, students take turns drawing a card and "gesturing" the clue then their partner gives the answer in English. The vocabulary should have been already studied or reviewed for this game. Can be played in pairs or more and demonstration is highly recommended before playing.



ADVANCED GAMES

These games have some complex rules, so there are times when it's convenient to use Japanese to quickly explain things. They also require a whole class period to run, so plan accordingly..

ALIBI - A group activity which requires four players. Two people will work as police and the other two are suspects. The suspects get time to prepare an alibi for a crime that you choose, and the police interrogate each suspect one at a time and compare their stories.

TABOO - A popular party game adapted for use in the classroom. Make two teams of 3-4 players each. An envelope filled with many words should be shared between the two teams. Taking turns, one person will provide hints to their own team and get them to guess the words which they draw from the envelope within a fixed amount of time (~2 min). After each player has had a turn at giving hints, count up all the words guessed correctly. The team with the most correct guesses wins!

WEREWOLF - Also called Mafia in some countries, this is a very popular game based on deception and strategy. This game has a sliding scale of difficulty based on how many different types of characters you choose to include in the game. The rules take quite a lot of time to explain, so if you are totally unfamiliar with this game it is best to look online for a set of rules. *(Also a Seasonal Game for Halloween)*

CARMEN SAN DIEGO - Use this game to have your students explore your region. In groups of 3 or 4; give students a map of your country or region, a guide book with info on the region and a sheet with hints on where to find Carmen. Students read the hints and look through the guide book to find the correct place, they then place a sticker on the map of the places they have "visited" to find Carmen. *(This is also a Cultural Game)*

