

Junior High School Games:

JHS: Battleship

2 年生 Unit 3 lesson 2 – Pair game

Make pairs, and have each student fill out their handout secretly. There are 12 squares. There is one battleship (three squares), one cruiser (two squares), two submarines (one square each), and one star. They can be drawn horizontally or vertically, but cannot be drawn diagonally or overlap. Students then take turns making statements to find the other person's battleship. If player A hits player B's ship, player B says "hit." If there is nothing in that space, player B says "miss." If they hit the star, player B says "star," and player A skips a turn. The game is over when one player finds all of their partner's ships.

まず、準備です。12マスの中にバトルシップ、サブマリン、クルーザー、とスターを書きます。書き方は、バトルシップは3マス分を選んで囲みます。立てか横のみ OK です。ななめやほかのマークと重なるのもダメです。クルーザーは2マス分を選んで囲みます。サブマリンは1マスを選んで囲みます。サブマリンは2つ分作ります。スターも1マスにしるしを書きます。

次はゲームです。ペア交代で言い合います。お互いにシートを見せてはいけません。自分のシートのマスのどれかを言います。言われたほうがそのまさに何かのマークを書いていたなら、「Hit」(あたり)と言います。何も書いていなければ、「Miss」(はずれ)と言う。でも、スターのマス言い当ててしまったら、言ったほうが1回休みになります。すべての Hit を言いあたら、ゲームは終了です。

JHS: Mastermind

3 年生 Unit 6 lesson 3 – Pair game

Make pairs. Fill out your handout secretly. In pairs, they have to guess their partner's secret sentence. Students write a secret sentence in the space that says: 上の単語から秘密の文章を書いて下さ。They do rock paper scissors to decide who goes first. (Winner is A, Loser is B.) Then that person has 10 tries to guess the correct sentence. If player A gets 1 correct word, B says "1 point" (but for lower level it's okay to say "#2 is right"). If they finish early they can write another sentence and try again.

(A possible follow-up would be to have the students write the Japanese of their English guesses or to come up with some sentences of their own using the same structure.)

まずは準備です。ワークシートをこっそり書き込みます。

ペアを作って、相手の秘密の文章を解きます。じゃんけんして、勝者(A)が敗者(B)の文章を10回中解けてみる。Aさんはひとつ言葉が言い当たれば、Bさんは「1ポイント」と言う。(難しすぎなら、「2番は当てる」と言ってもかまわない。)終わったら、スイッチする。

Elementary school Games:

ES: Card Exchange

5年生 What's this? (Hi Friends 1, Lesson 7) - Individual-to-group game

Everyone has 1 card (can be anything!). Two students greet each other, and ask their partner "What's this?" (or the target grammar point). They show their partner their card, and the partner answers, "It's a/an ~." After both have answered, they exchange cards, and find a new partner. This continues until the time is up. Everyone then will find their group members with the same card. There are no winners or losers, unless you play with a lucky/unlucky card!

みなさんはカードを一枚が手に持って、相手にあいさつをする。Aさんは「What's this?」(や目的な文法)と言って、相手にカードを見せて、Bさんは「It's a/an...」と答えて、スイッチする。交代で言い合ったら、カードを交換して、新しい相手を見つける。タイマーが鳴るまで続きます。終わったら、同じカードの持っている生徒達はグループを作る。勝者・敗者が無いけれども、「ラッキーカード」を紹介しても良いです。

ES: Don-janken (crash)

6年生 Vocabulary (Hi Friends 2, Lesson 8) - Group game

This game is good for vocabulary-only practice (the first or second hour). Make groups of 4-6 people and decide which side will be Team A and Team B. The first player of each team touches the picture on the worksheet with their finger and calls out the correct word, and proceeds along the playing board until they "crash" into the other team. The two players then janken (in English!) and the winner continues along the line, while the loser's team starts again with the next player. When one team reaches the other's starting word, they get a point.

4—6人グループを作って、AチームとBチームを決めます。お互いのグループの一番手の人が陣地からスタートし、ワークシートのマスを指さして、英語の言葉を言いながら、コースに沿って相手のゴールを目指します。コース上で相手グループの人の手と鉢合わせとなったら、英語じゃんけんをします。負けた人はコースから離脱し、順番の最後に回ります。陣地からは次の順番の人がスタートします。勝った人はそのまま先に進める。先に相手の陣地に到達できたら、1ポイントをゲットする。

ES: Treasure Hunt

5年生 What would you like? (Hi Friends 1, Lesson 9) – Group game

This game can be used for anything, and any chapter. On the back of your flashcards, write a point number—10, 25, 50, 100, or -10, -25, -50, or -100. For Hi Friends 1, lesson 9, you can ask students, "What do you want?" In a group, they can choose a food or drink and answer, "I'd like (pizza)." If the flashcard (pizza) has 100 written on the back, they get 100 points; if it has -25, they lose 25 points. This continues until all the flashcards are gone. The team with the most points at the end is the winner.

ピクチャーカードの裏に点を書く(例: +100, +50, -10, -25)。HF1・9章の文法を使って、生徒達に「What would you like?」と言う。グループで、「I'd like (pizza)」を答えれば、ピザのピクチャーカードのポイントをチームにあげるか差し引く。全部なくなったら、ゲームは終わりです。一番ポイントを持っているチームは勝者です。

Battleship



I want to be a chef.	My father wants to make curry for dinner.	Yuuto wants to visit Canada.
He wants to be a soccer player.	James wants to have ice cream for dessert.	Yumi wants to visit France.
She wants to be a journalist.	Amy wants to bake muffins.	Kaito wants to play baseball.
Tom wants to be a Pokémon Master.	My aunt wants to make ice tea.	Misaki wants to practice judo.

相手の紙

This		something		I	like(s)
It	is	a picture	which	she	bought
That		a song		he	made
		a movie		we	love(s)

Mastermind

	is		which		
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上の単

語から秘密の文章を書いて下さい👉

相手の秘密の文章を当てて下さい

何個当てた👈

1. _____ is _____ which _____

2. _____ is _____ which _____

3. _____ is _____ which _____

4. _____ is _____ which _____

5. _____ is _____ which _____

6. _____ is _____ which _____

7. _____ is _____ which _____

8. _____ is _____ which _____

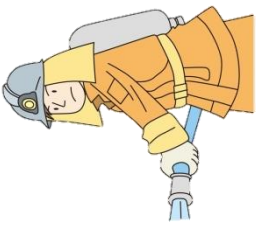
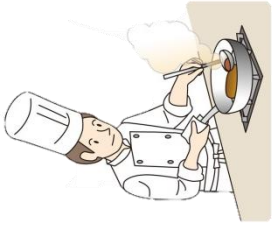
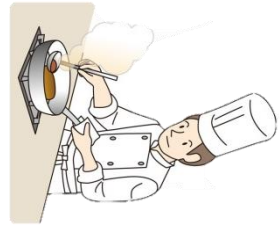
9. _____ is _____ which _____

最後 ☠️

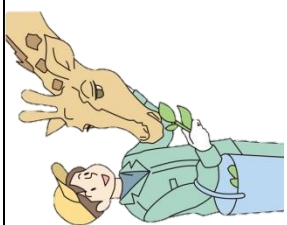
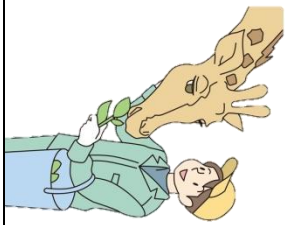
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☠️

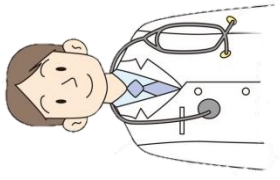
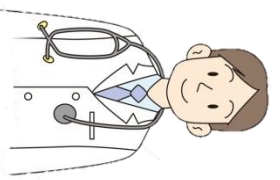
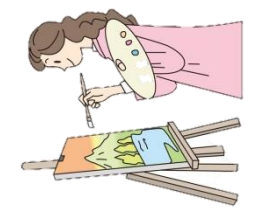
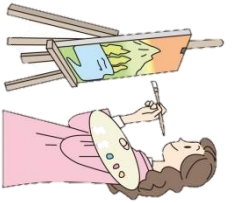
START



I want to be a.....



I want to be a.....



START