

Elementary
School
Activities
Seminar

Miyagi Mid-Year Conference

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Section 1 -

Warren's

Introduction to

Basic Lesson

Structures

45 Minute Class Plan

1-3	3	Greeting
3-7	4	Song
7-22	15	Activity 1 (Review)
22-37	15	Activity 2 (New Material)
37-42	5	Picture Book
42-45	3	Closing

Lesson 1. Introductions and Weather

1-3	Greeting	<p>“Hello, Good morning.” Shake hands / high-five</p>
4-10	Song	<p>“Head, Shoulders, Knees and Toes”</p>
10-25	Activity 1	<p>Weather: “It’s sunny. It’s windy. It’s cloudy.”</p> <p><u>Gesture Game</u></p> <ol style="list-style-type: none"> 1. While making gestures, everyone says “It’s sunny. It’s windy. It’s cloudy. 1,2,3: [It’s sunny]” 2. On three, the teacher and student all say one of the three choices and make the corresponding gesture. 3. If students make the same gesture as the teacher, they must sit down. 4. Repeat until only a few students remain standing. <p>Note: Encourage HRT or students to try leading the game.</p>
26-40	Activity 2	<p>“Hello, I’m _____. Nice to meet you.”</p> <p><u>Janken Game</u></p> <ol style="list-style-type: none"> 1. Students get three cards 2. Students practice the conversation with a friend then janken 3. The winner gets the card. 4. After a few minutes, stop and find the winner.
41-43	Book	<p>English Picture Book</p>
44-45	Closing	<p>“See you later.” Shake hands / high-five</p>

Lesson 2. Review and Colors

1-3	Greeting	<p>“Hello, Good morning.” Shake hands / high-five</p>
4-10	Song	<p><i>Head, Shoulders, Knees and Toes</i></p> <p>Teach: A. “How are you” B: “I’m fine/sleepy/great”</p> <p>Sing <i>Head Shoulders, Knees, and Toes</i> again with different emotions</p>
10-25	Activity 1 (Review)	<p>Weather: “It’s sunny. It’s windy. It’s cloudy.”</p> <p>New words “It’s snowy. It’s foggy. It’s rainy”</p> <p><u>Gesture Game</u> (see lesson one)</p>
26-40	Activity 2	<p>Colors</p> <p><u>Karuta</u></p> <p>Option 1:</p> <ol style="list-style-type: none"> 1. Student compete in lunch groups. 2. Prepare six sets of color cards 3. Teachers say a color and students try to grab the right card <p>Option 2:</p> <ol style="list-style-type: none"> 1. Students sit in a circle 2. Prepare one of each color card for each student 3. Throw the cards in the middle of the room 4. Teachers say a color and students try to grab the right card. <p>*(Everyone will get a card.)</p>
41-43	Book	English Picture Book
44-45	Closing	<p>“See you later.” Shake hands / high-five</p>

Lesson 3: Review and Fruit

1-3	Greeting	<p>“Hello, Good morning.” Shake hands / high-five</p>
4-10	Song	<p><i>Head, Shoulders, Knees and Toes</i></p> <p>Sing <i>Sunny, Rainy, Cloudy Windy</i> to the same tune.</p> <p>Sing <i>Sunny, Rainy, Cloudy Windy</i> with emotions.</p>
10-25	Activity 1 (Review)	<p>Colors:</p> <p>Color touch challenge.</p> <ol style="list-style-type: none"> 1. Students play in small groups. 2. Place colored paper on the ground. 3. Teachers say 4 colors, one at a time. 4. Students touch the colors with their feet and hands, trying not to fall over.
26-40	Activity 2	<p>Fruits</p> <p><u>Fruit and Color Quiz</u></p> <ol style="list-style-type: none"> 1. Both teachers quiz students on the fruits 2. Each teacher takes half of the fruit cards. 3. Starting at different sides of the room, go to each student. 4. Encourage students to say the color and the fruit, for example “yellow banana.” <p><u>Whisper game (Dengon Game)</u></p> <ol style="list-style-type: none"> 1. Have students sit in rows. 2. Tell the name of a fruit to the student in the last row. 3. Students tell the student in the next row. 4. The student in the front row, after hearing the fruit, runs to try to touch the right fruit on the board.
41-43	Book	English Picture Book
44-45	Closing	<p>“See you later.” Shake hands / high-five</p>

Section 2 -

Ed's

ES-Activities

Survival Kit

1. Karuta

Preparation: Enough sets of identical vocabulary/picture cards for each group.

Good points: Once made you can use the sets of cards for other games, such as *Fruit Basket*, or in other classes. Hardly any explanation will be needed with this game as the HRTs and the students already know how to play.

Watch out for: Students tend to want to play this game over and over and over again.

The Game:

- Students make groups. Give each group a set of small picture vocabulary cards.
- ALT calls out vocabulary word.
- The first student to touch the corresponding card keeps the card. If two students touch the same card at the same time, janken to decide who keeps it.
- Keep playing in this manner until all the cards are picked up.



2. Color Toss Karuta

Preparation: Need to cut up hundreds of little colored paper pieces. You need to have at least one piece of each color per student (i.e. if you have 32 students, you need at least 32 pieces of red, 32 pieces of blue, 32 pieces of yellow, and so on.)

Good points: This game works great! You can use the color pieces again and again.

Watch out for: Nothing.

The Game:

- Students make a large circle and the ALT throws all of the colored paper into the middle of the circle.
- Play Karuta as normal by calling out colors and the students grabbing that color.
- This is non-competitive and all students get to "win."
- At the end of the game, have the students pick one or two of their favorite colors to keep and put all the rest of the colors into your envelope. Now

that each student has his or her own colored paper, you can move quickly into playing Fruit Basket.

3. Fruit Basket

Preparation: It may help to have small picture cards of the vocabulary to give to students to help them remember.

Good points: Can be used for almost any vocabulary and grammar point! Students love this game. This game, like Karuta, will be well known by your students and the HRTs, so little explanation is needed.

Watch out for: And like Karuta you should make sure you don't play the game for too long a time.

The Game:

- Have the students sit in a tight circle (if teaching a large class, make two separate circles).
- Each student is given a vocabulary word (or picture card) that is his or her word.
- The ALT stands in the middle of the circle and yells out one of the vocabulary words (i.e. "Blue!").
- All the students who have that word (i.e. all the students who have blue cards) stand up and move to a different seat.
- The person in the middle also tries to get a seat.
- Eventually one person will be left without a seat, and then they stand in the middle and call out the next word.
- The phrase "_____ basket" (with the _____ being the category of vocabulary you are using, like colors, fruits, animals, food, etc.) means that everyone must stand up and change their seat.
- You can have the students pick two words while using "and" to make more students involved ("Blue and yellow.").
- Incorporate the phrase "I like _____" when calling out the vocabulary.

4. Janken Card Game

Preparation: Copy and cut up eight color copies of accompanying sheet "A." This will be enough for sixty students (336 cards).

Good points: You can use the cards over and over again with a variety of grammar points. Great for speaking practice. Students love to play against the ALT.

Watch out for: Students just doing the janken without using the target sentence. As with the other games, don't play this game for too long of a time.

The Game:

- HOW TO SAY THE JANKEN CHANT:
 "Saisho gu, Janken pon!" If you tie, the next phrase is,
 "Aiko desho!" Each time you tie after this just say,
 "Sho!" Until a winner is decided.
- I think it's good just to teach them, "One, two, three," for the chant, but either way is okay.
- Students find a partner, janken with him or her, and practice the target sentence.
- For example, the loser will initiate (in Japanese-*"maketa hito kara hajimemasu."*) the interaction by saying, "How are you?" The winner (in Japanese- *"katta hito"*) will reply, "I'm fine, thank you."
- The loser will then give one of his or her janken cards to the winner, and then each go on to find a new partner.
- If a student has an unlucky day and loses all of his or her janken cards, teach the students to come up to the ALT and/or HRT and say, "One more, please," then give the student one more janken card.
- At the end, the student who collects the most janken cards is the champion.
- Once the game is finished, practice the numbers by asking the students to count along with you out loud.
- Try playing two short rounds (maybe around two to three minutes each) rather than one long one, that way you get one more winner and the students can try to beat their previous score.
- **TIP**-make your own personal janken cards with your own photo on the cards. Maybe the students will want to keep them and have you autograph it on the back as a souvenir.

5. Whisper/Hammer Game

Preparation: You need large flash cards of the day's vocabulary. Hammers or newspapers if possible (but can be done without).

Good points: Can be used for almost any vocabulary and grammar point!

Watch out for: Sometimes the game gets so lively that students are sometimes thrown into or squashed against the blackboard.

The Game:

- Teach the day's vocabulary and hang corresponding picture flash cards on the blackboard.
- Have the students sit in rows. On the floor works best, I think.
- Take the last student in each row outside of the class and tell them the "secret" vocabulary word.

- Give each student a hammer or a rolled up newspaper.
- Make sure that before they return to their row that they understand the vocabulary word by having them repeat it back to you.
- Tell them not to say anything when they return to their row (*Nani-mo hanashimasen*).
- Give the signal (*Ready, set, GO!*), the last person passes the baton to the next person in front while saying the secret word, and on and on and on.
- When the person at the front of the line receives the baton, he or she must run up and hit the flashcard that matches the secret word.
- To play another round, just take the students who just ran to the board and make them the students that start from behind.

6. River Crossing Game

Preparation: Two sets of A4 size flashcards of the vocabulary you'll be teaching.

Good points: Good vocabulary practice.

Watch out for: Students not saying the vocabulary words, but just racing to janken.

The Game:

- Separate the students into four teams. You'll be having two separate games going on with two teams competing against each other.
- Lay the flashcards down on the floor in a line, forming a trail of stepping-stones.
- Teams line up at the opposite ends and a little to the right of the line.
- When the ALT says, "Go!" the first student in each line walks along the side of the stepping-stones naming each flashcard.
- When the two opposing students meet up at the same stepping-stone they janken.
- The winner continues on and the loser goes back to the end of his or her line.
- The second person from the loser's team then immediately starts walking along the side of the stepping-stones to meet up with the first winner and janken again.
- If a student reaches the final flashcard, their team gets one point and they go back to the end of their line for another chance.
- Keep playing until each student gets one or two chances to play.

7. Seven Steps Game

Preparation: None.

Good points: Easily adapted to almost any vocabulary.

Watch out for: Nothing.

The Game:

- The song: *"One, two, three, four, five, six, seven,
one, two, three, four, five, six, seven,
one, two, three,
one, two, three,
one, two, three, four, five, six, seven."*
- Can change the numbers for any vocabulary list.
"Red, yellow, orange, blue, white, black, purple, etc."
- Can insert gestures or vocabulary.
*"One, two, rainy (gesture), four, five, sunny (gesture), seven,
one, two, rainy, four, five, sunny, seven,
one, two, rainy (gesture),
one, two, rainy (gesture),
one, two, rainy (gesture), four, five, sunny (gesture), seven."*

OR

*"One, two, CLAP, four, five, JUMP, seven,
one, two, CLAP, four, five, JUMP, seven,
one, two, CLAP,
one, two, CLAP,
one, two, CLAP, four, five, JUMP, seven."*

8. Balloon / Baton Game

Preparation: Need one balloon or some type of baton (rolled up newspapers, toys, or balls will do) for each row of students. Maybe also a stopwatch.

Good points: Good for speaking practice.

Watch out for: Students not saying the target sentence and just passing or throwing the baton.

The Game:

- Have the students sit in rows.
- Place the balloon/baton on the floor at the front of the class.
- When the ALT says, "Go!" the first person in each row runs up and grabs balloon/baton and goes back to his seat.
- The student must say the target sentence (i.e. *"I like watermelon."*) before passing the balloon/baton onto the next student in the row.
- First row to finish wins.

- If you have a stopwatch, you can time them and play a couple of rounds and see them get faster.

9. Ladders Game

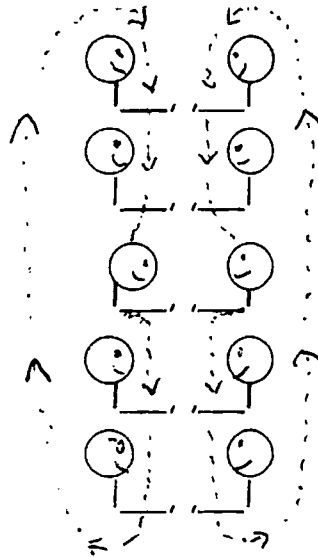
Preparation: None. But a good size room is probably the best.

Good points: Easily adapted to varying vocabulary.

Watch out for: Student collisions and legs being crushed.

The Game:

- Assign each student a vocabulary word and make two to four teams.
- Have the students sit on the floor facing each other with their legs stretched out like a ladder step.
- The two students who make up a step must have the same vocabulary word.



Red

Green

"Blue"

Yellow

Black, etc...

- Call out a vocabulary word. Students with that word have to stand up and run down the ladder and back to their original spot.
- First student to do this gets a point for their team.

10. Newspaper Sumo

Preparation: Need lots old newspapers. English ones are even better cause the students like to see the photos.

Good points: Good for the older 5th and 6th graders (and probably junior high, too).

Watch out for: Try not to match the biggest kid in the class with the smallest. It's also best to put boy vs. boy, and girl vs. girl.

The Game:

- I've done this game when teaching the days of the week.
- First, I started by saying a day of the week in Japanese and the first student to yell out the English translation would win. Then I made it more difficult by having them say the following day in English.
- For each sumo match, open up a newspaper and place it on the floor. You can play four matches simultaneously. Just ask the HRTs to help you with the questions or move from one match to the next.
- One student stands on the edge of the paper. The other stands on the other side with their backs facing each other.
- ALT asks a question, the first student to answer correctly takes one half step back.
- Keep repeating this format until the two students are touching.
- ALT says, "Go!" Students try to push each other off the newspaper.
- Like in sumo, the first person to touch any part of the ground outside the ring (newspaper) loses!

11. Monster Drawing

Preparation: A sheet of B4 size white paper for each student. Ideally, one set of colored markers for each student, but one or two sets for each group of six students will do.

Good points: Good review for colors, numbers, and body parts. Also, it's a good way to wind down a class after very active games.

Watch out for: Nothing.

The Game:

- Make sure they know their colors, numbers, and body parts.
- Give each student a set of color markers and a B4 sheet of white paper.
- Put one on the blackboard for your use.
- Tell the students they are going to make a new Pokemon monster.
- Tell the students what to draw by picking a number, a color, and a body part.
For example: *"This monster has two brown heads."*
- If the students have trouble at first, demonstrate by drawing on your paper.
- Keep adding body parts (*"This monster has four red eyes, three green noses, one black mouth, two yellow ears, etc..."*).
- Tell the students to make a name for their monster. Make a silly name for yours as well.
- If the students are in groups, just give a set or two of colored markers to each group, but make sure each student has their own paper. Instead

of calling out a color, just say the number and body part and have the students choose which color they want to use. Just make sure they use a different color for each body part. When finished, have the students tell you what their monster looks like (i.e. *"My monster has three blue eyes."*).

- If teaching animals that day, you can also tell the students that they will make a new animal for the zoo. Their new animal also needs an animal sound.

12. Bingo

Preparation: Bingo sheets. Make sure students have something to write with.

Good points: Easily adapted to fit almost any vocabulary. Students love playing bingo.

Watch out for: Cheaters.

The Game:

- For elementary students I suggest using a 3x3 grid.
- You could easily play four quick games without the students getting bored.
- Have the students circle the correct square if you don't have markers.
- Students here will yell, *"Reach!"* when they are one square away from bingo.

13. Interview Game

Preparation: Interview sheets for each student.

Good points: Good for speaking practice. HRTs seem to like this game.

Watch out for: Some kids can get bored with this.

The Game:

- Teach the day's vocabulary.
- Hand out interview sheets to each student. Make sure the sheets have pictures instead of words.
- When the ALT says, *"Go,"* the students find a partner and janken.
- The loser picks one of the words on the sheet and says the target sentence, *"I like ____,"* and signs the winners card.
- At the end have the students count the signatures along with you out loud and determine a champion.

14. Touch Something ...

Preparation: None

Good points: Good for color practice but I guess it can be used for adjectives, too.
Watch out for: Only do a couple of rounds of this, as students will get bored quickly.

The Game:

- ALT calls out a color and the students touch something of that color.
- It's best if the ALT demonstrates this first very dramatically.

15. Corners Game

Preparation: Large picture flashcards and tape. Big room.

Good points: Very simple.

Watch out for: Student collisions. Students get bored of this game real fast.

The Game:

- After teaching the day's vocabulary, hang the flashcards in various parts of the room.
- Say the phrase, "*I like* (vocabulary word)."
- Students run to and touch the corresponding flashcard.

16. Te-asobi Game

Preparation: None.

Good points: Good for vocabulary practice.

Watch out for: Sometimes it's difficult to get the rhythm going.

The Game:

- "*Te*" means hand. "*Asobi*" means play.
- Put students into groups of five or six.
- Give each student in the group a vocabulary word (if you can attach a gesture to the word that works even better!). Give the same words to each group.
- ALT will pick one of the vocabulary words and that person will be the starting person for that group at the designated time.
- When the ALT says, "*Go*," everyone starts clapping in a "one-two" beat.
- On the third beat, the starter person in each group will call out another person's vocabulary word.
- The "one-two" rhythm continues with the called on person calling out another person's vocabulary word, and so on, and so on.
- This continues until someone makes a mistake or breaks the rhythm.

17. "Hello" Song

Preparation: None.

Good points: Great way to teach *"How are you? / I'm fine, thank you."*

Watch out for: Desks. Move them out of the way.

The Game:

- Demonstrate and teach *"How are you? / I'm fine, thank you."*
- Teach them the "Hello" Song.
*"Hello, Hello, Hello, how are you?
I'm fine,
I'm fine,
I'm fine, thank you!"*
- Have students stand up and walk around singing this song.
- When the song finishes, each student must janken with the nearest student.
- Teach them to say, *"Choo-choo-choo, one, two, three,"* when they janken instead of the usual janken chant. The aim is that you want them to sound like a choo-choo train.
- The loser gets behind the winner and puts his hand on the winner's shoulders.
- Repeat the walking and singing again.
- When the song finishes again, the person in front jankens with another front person, while the people in the back also make the choo-choo sound along with the train motion.
- Loser gets behind the winner's last person.
- This continues until there is only one long train of students.
- Two to three games of this is best.

Section 3 -

Hein's

ES-Activities

from the Seminar

The Intro-Janken Game

Preparation: This game doesn't need any preparation. You could prepare some rewards for the winners.

How to play:

- Write the numbers 1 to 10 along the bottom of the blackboard.
- Students janken. The winner starts the introduction.
- The winner counts the introduction as 1.
- The loser doesn't get any points.
- The first ten students to reach five points run to the board and touch a number.
- Congratulate the winners by introducing yourself and shaking their hands.

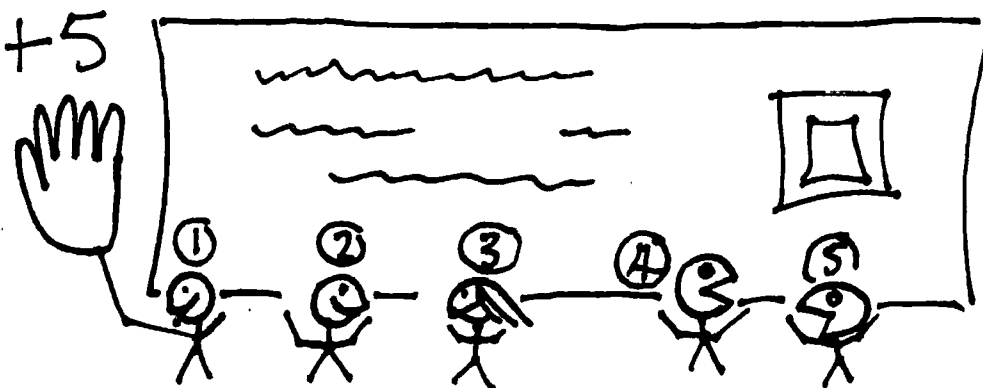
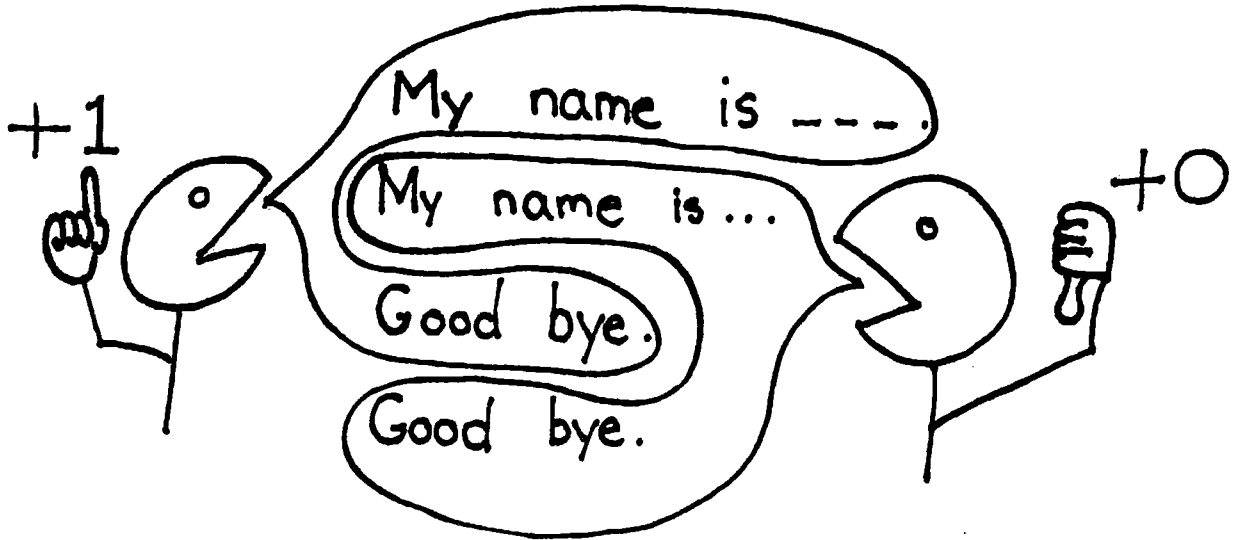
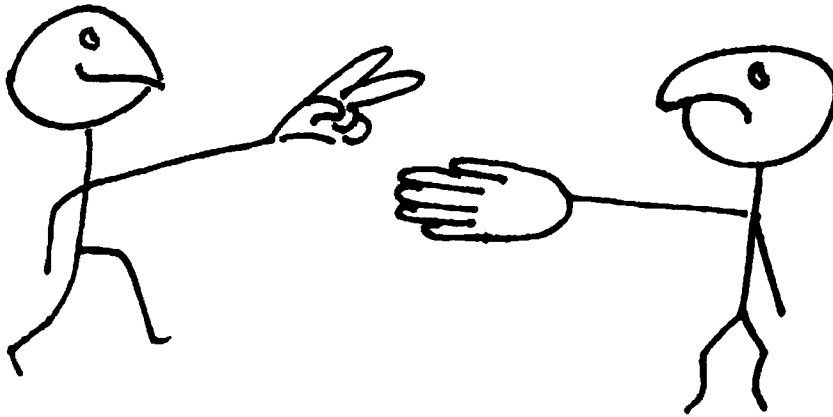
The Card-Gesture Game

Preparation: This game needs one set of large vocabulary flashcards for each of the teams.

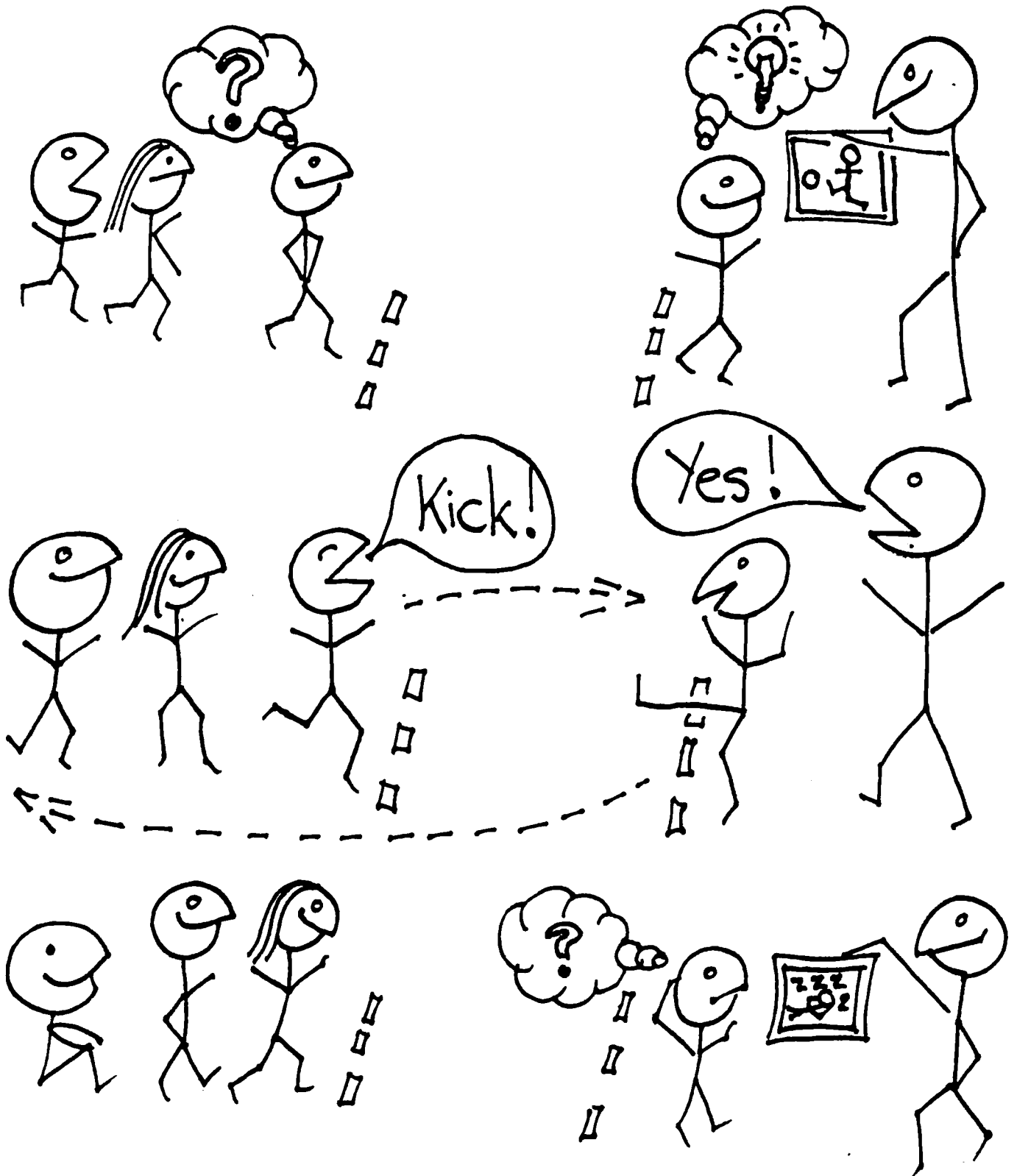
How to play:

- Teach the students gestures which describe each of the cards you have, or let them be creative and let them make their own gestures.
- Form teams and assign a teacher to each team.
- Let the students line up about ten meters from the teachers.
- Start. The first students in each row run to their respective teachers and look at the card the teacher is holding.
- The students then turn to their teams and do a gesture related to the poster.
- The next student has to shout the word related to the gesture.
- If the word is correct the student who gestured runs back to their team and the student who shouted runs up to the teacher to look at the next card.
- The first team to finish wins.

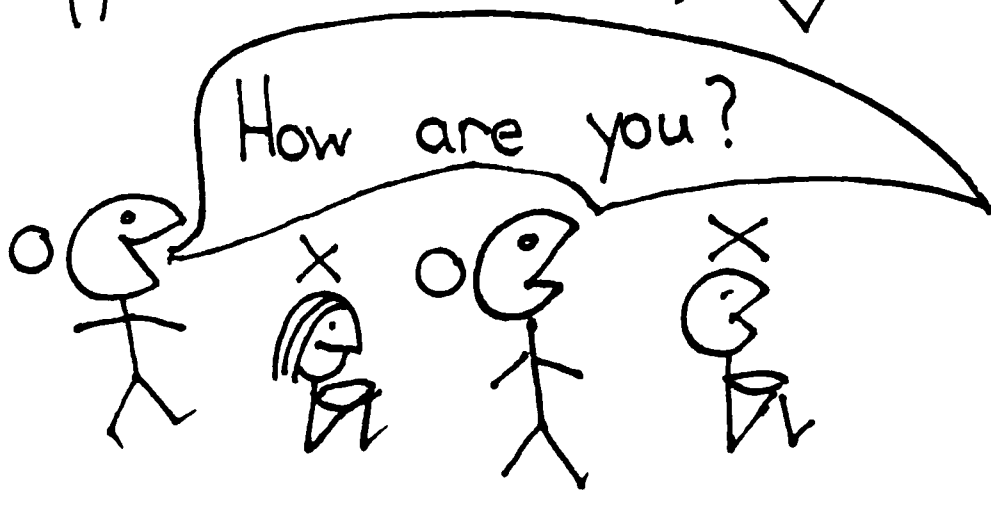
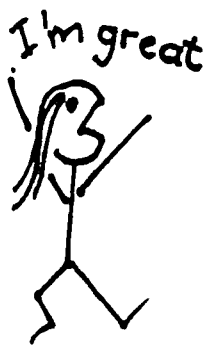
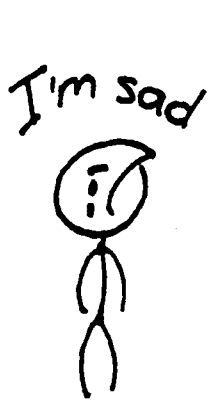
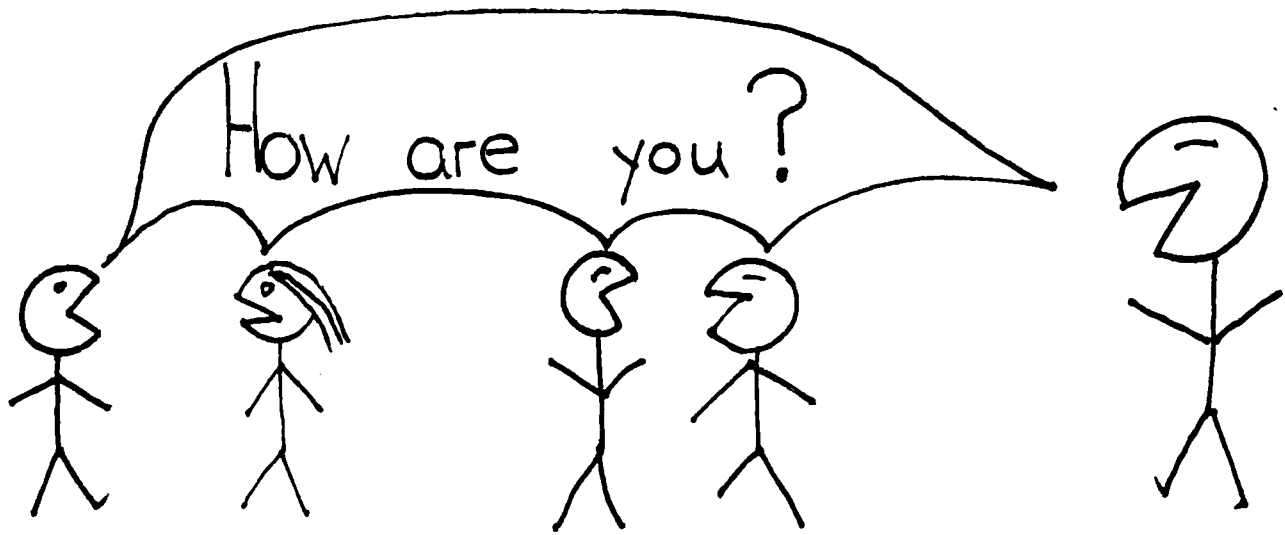
The Intro-Janken Game



The Card-Gesture Game



The Gesture-Janken Game



The Gesture-Janken Game

Preparation: This game doesn't need any preparation.

How to play:

- Teach the students the vocabulary words.
- Choose three to five words from the vocabulary and teach gestures to go with each word.
- Everyone stands up.
- The class chants a phrase like "How are you?" "What do you play?" "One, two, three."
- Then everyone answers and gestures the vocabulary words.
- The students who have the same gesture and word as the ALT/HRT, has to sit down.
- Continue until there are only a few students left standing.

The Great Whisper-race, Card-hit, Fishing Debacle

For the basic versions of the Card-Hit Game, please see page 9 of this document.

Preparation: You will need one set of large vocabulary flashcards, a board to mount them on, and magnets or tape to keep them their.

You will need 10 sets of small vocabulary cards with paperclips or bulldog-clamps attached to them.

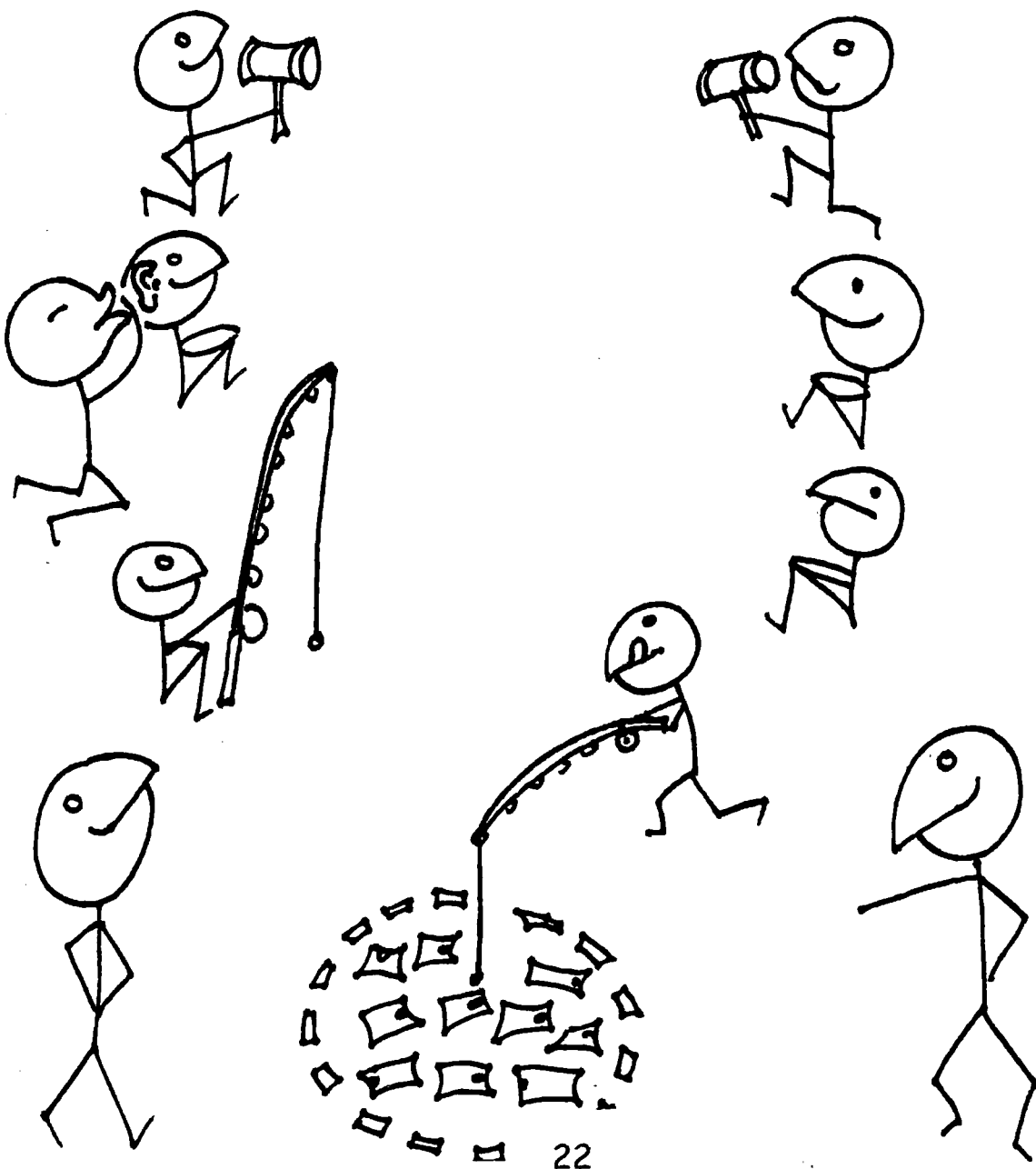
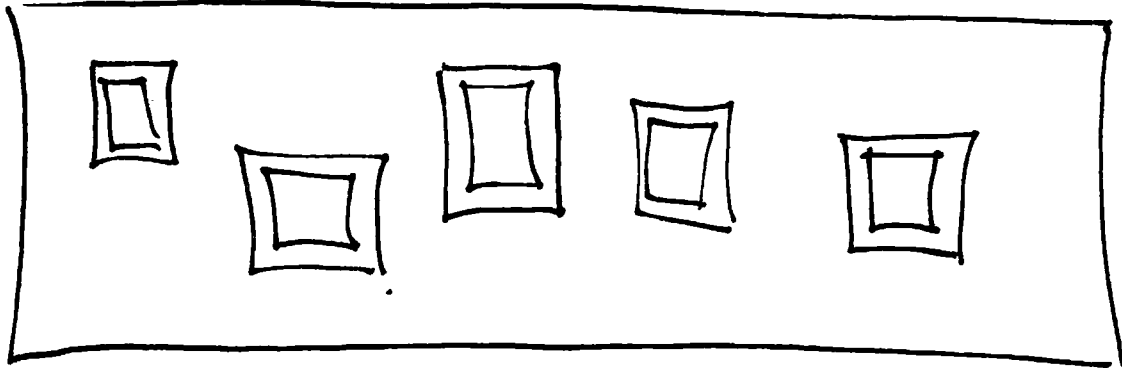
You will need one flyswatter or hammer (whatever works best) for each team.

You will need a fishing rod with a magnet on the end of the line for each team.

How to play:

- Divide the class into equal teams and assign a teacher to each team.
- The last student in each row gets a fishing rod.
- The first student in each row gets a hammer.
- Make a "pool" in the back of the class and fill it with the small vocabulary cards and place the large vocabulary cards on the board.
- To start students fish for a card. They look at the caught card and then give it to their respective teachers.
- The students then whisper the words down the line.
- The first student jumps up and hits a card.
- The teachers confirms and the student runs to fish for the next card. Continue until the teams are finished.

The Great Whisper-race, Card-hit, Fishing Debacle



The Monster Games

Colour Monster

Preparation: This game doesn't need any preparation.

How to play:

- The ALT and JTE are Colour Monsters.
- The ALT shouts a colour, and counts to ten.
- Students who are wearing the same colour are not safe.
- Students who are not wearing the colour are safe.
- The un-safe students have to make small groups and the safe students have to make human chains around them to protect them.
- If there is a closed chain around the students, they are safe too.
- All the students caught by the teachers become colour monsters too.
- Play until most of the students are monsters.

Numbers Monster

Preparation: This game doesn't need any preparation.

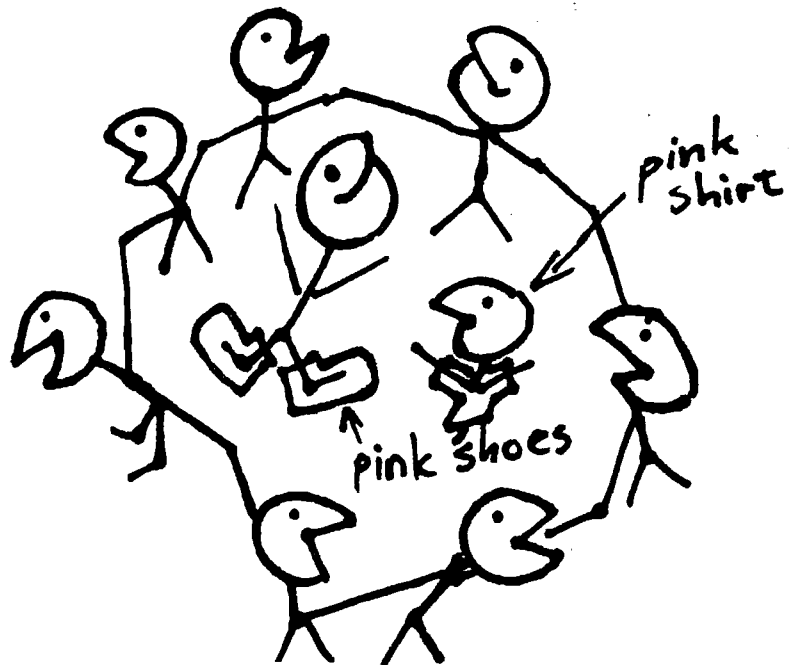
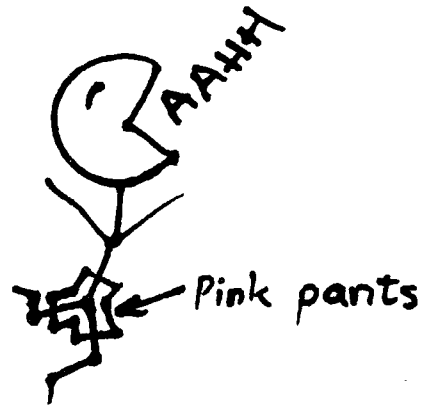
How to play:

- The ALT and JTE are Numbers Monsters.
- The ALT shouts a number.
- Students have to form groups with the same amount of students as the number that the ALT shouted. (Try to keep it between 1 and 20 unless your classes are bigger than 140 students).
- If they have the same amount of students as the number they have to sit down.
- Students who are not in a group are not safe.

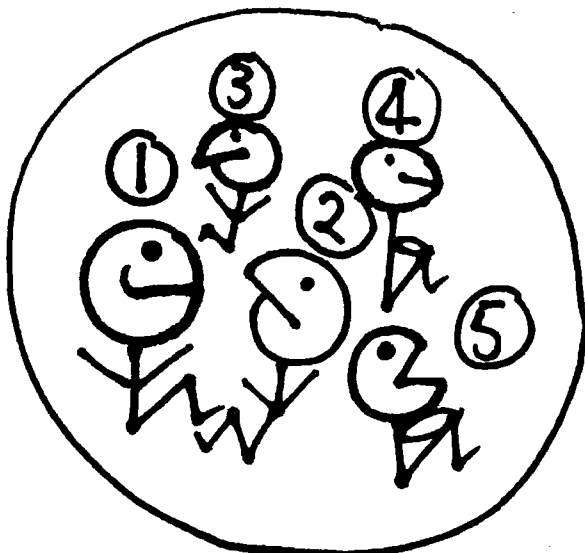
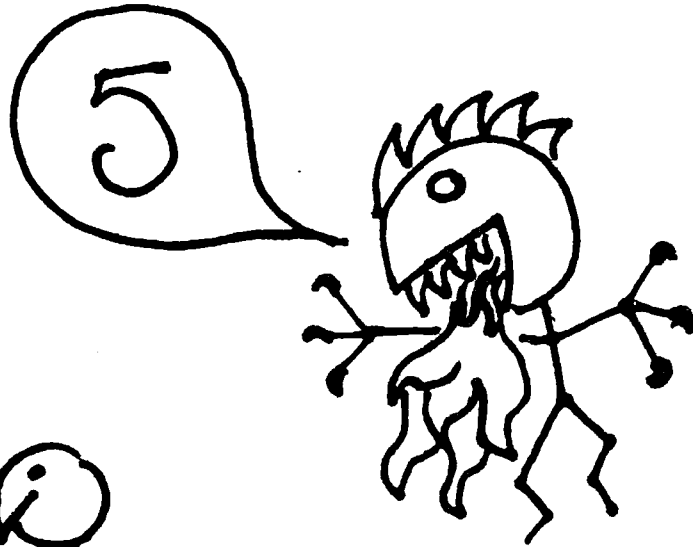
Monster Adaptation

Make flashcards for the students to hang around their necks. Now you can play the Monster Games with any subject. Simply use the same rules as you would for Colour Monster.

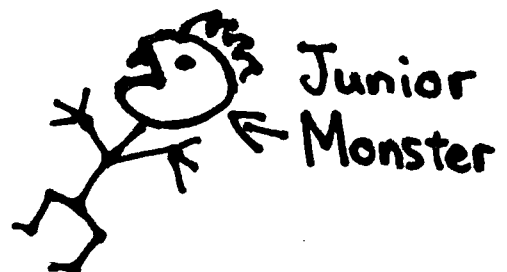
Colour Monster



Numbers Monster



Safe



Section 4 -

Handy Resources
for
ES Teaching

Online Resources

Genki English - <http://genkienglish.net/gamesmenu.htm>
This is a site by an ex-ALT with a massive amount of ideas.

MES-English - <http://www.mes-english.com>
A great site for excellent, high quality flashcards and game ideas.

Three Wise Monkeys - <http://www.edochan.com/teaching/monkeys.htm>
Contains lesson plans and games I have used for ES and JHS.

Dave's ESL Café - <http://www.eslcafe.com/ideas/sefer.cgi?Kids>
A site filled with games that work fairly well.

Miyuna Town - <http://star.nigaoes.com/index.htm>
Excellent Japanese caricatures that work well for ES and JHS.

Google - <http://www.google.com>
Most of my flashcards are made from picture I source from Google's Image Search. It is an excellent resource for Elementary School.

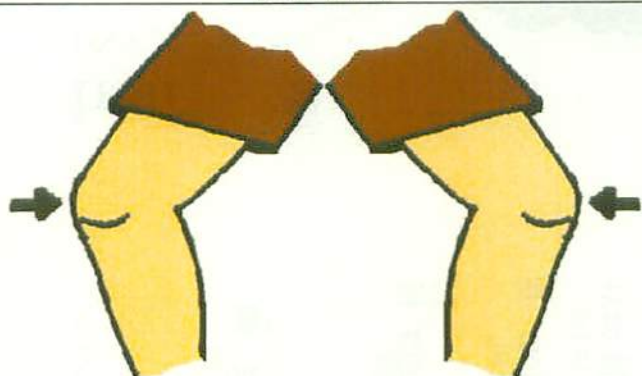
Head, Shoulders, Knees and Toes



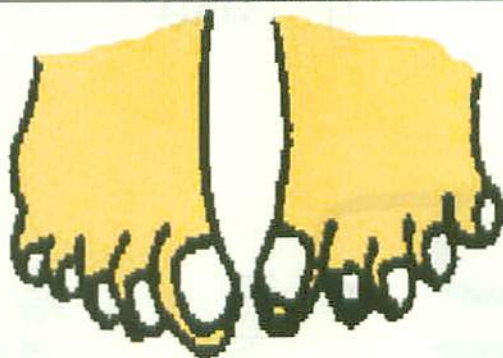
head



shoulders



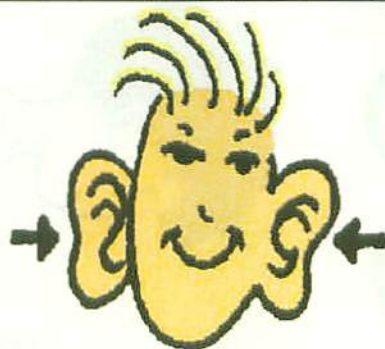
knees



toes



eyes



ears

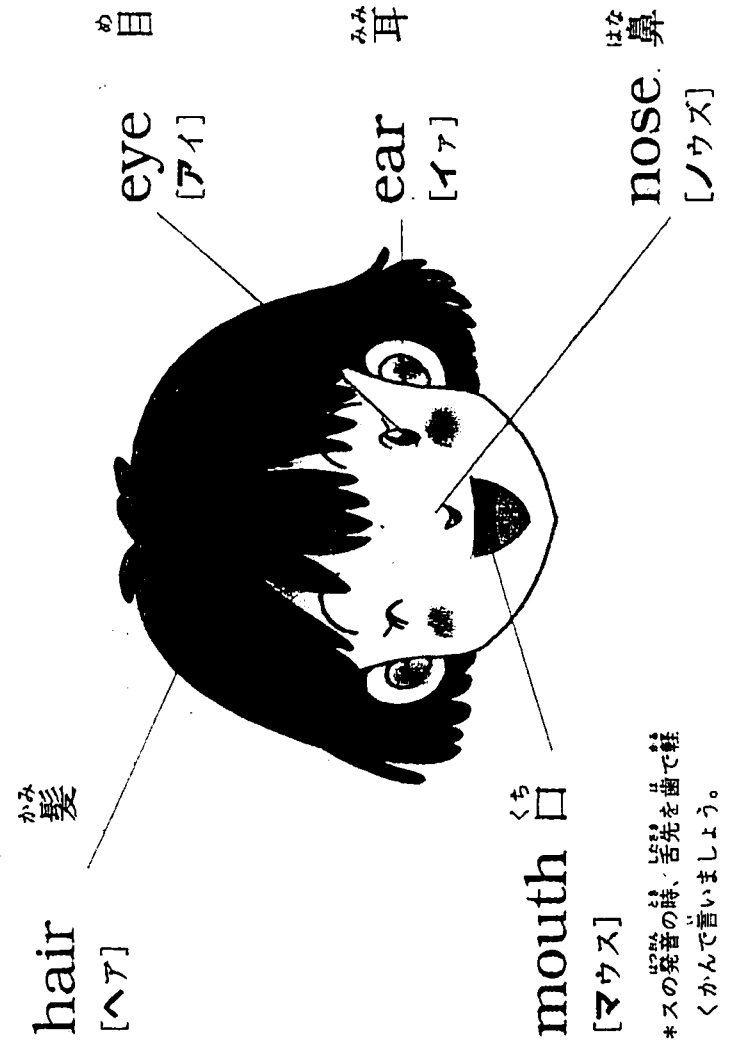
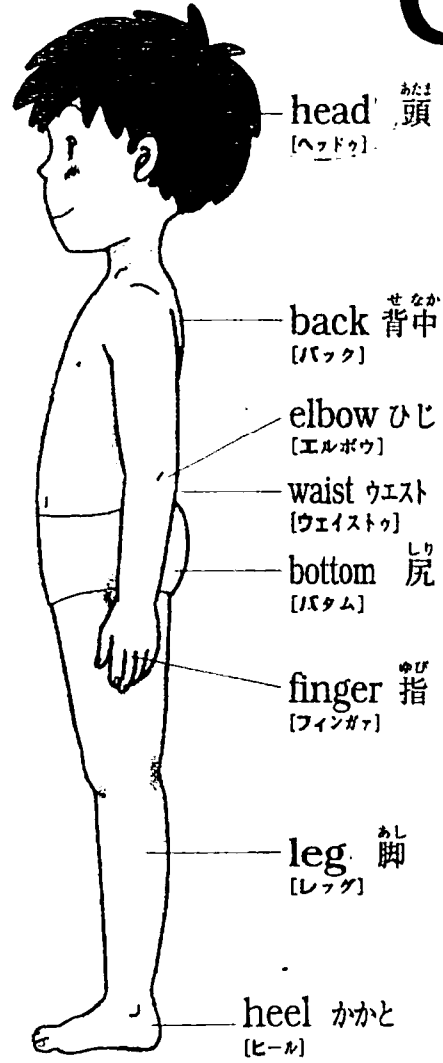
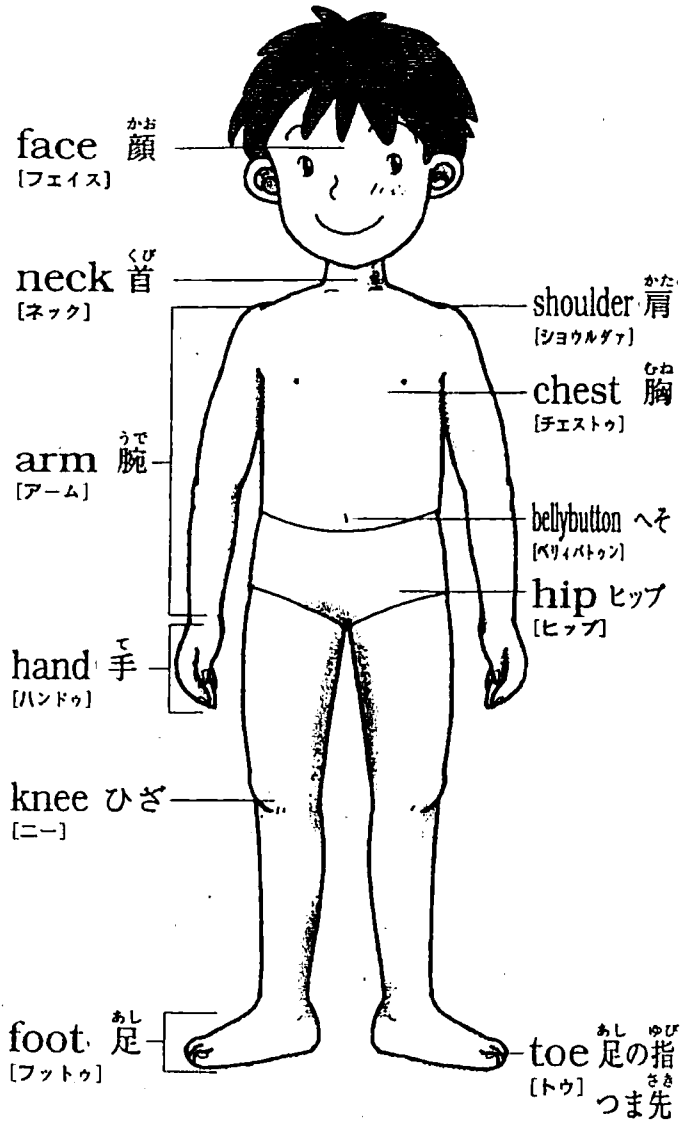


mouth



nose

body



* スの発音の時、舌先を歯で軽くかんで言います。

