Activity: Giving Directions in school

Preparation:

- Prepare several of each small picture card and place them into two boxes (or trays). Each teacher holds one of these boxes.
 - On the walls of the hallways and stairs, put up signs with the names of locations in Japanese, such as "図書室" (library) and "理科室" (science lab).。
 (It doesn't have to be Japanese.)



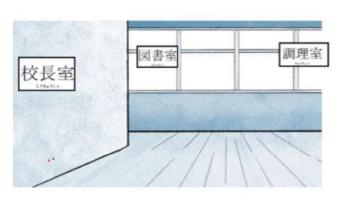


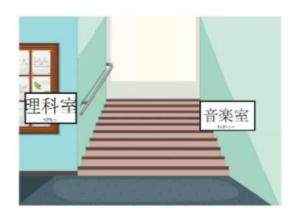


← Paste it on the thick paper.



Α4





Places in the Japanese textbook

classroom, restroom, [science / music / arts and rafts / computer / cooking] room, [school nurse's / school principal's / teachers'] office, entrance, library, gym, playground

Execution:

- ① Line up in pairs in the hallway.
- ② Both A and B draw cards from the box held by the teacher and exchange them without looking at the illustrations. They look at the other person's card and guide them to the location depicted.

For example, if A receives a card with "Library," A guides B to the "Library" (a paper with "Library" written on it is somewhere on the wall). Without a map, A looks at the signs posted on both sides of the hallway walls while giving instructions and moving together. B follows A's directions, without knowing that the destination is the "Library."

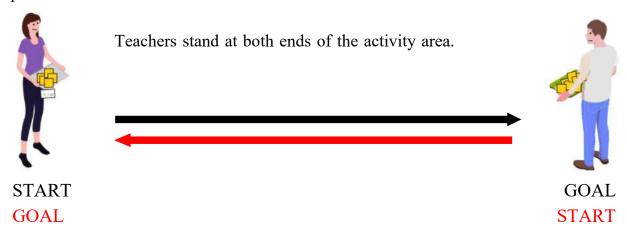
Confirmation:

③ "It's on your left." Once they reach the "Library," they match the card with the word on the wall to confirm. If they match, the direction-giving is successful!

Role Switching:

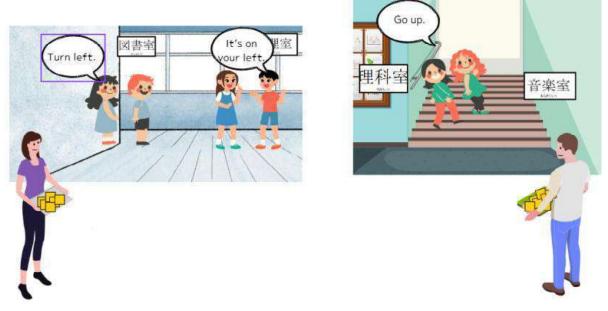
④ Switch roles. First, go to the goal point, and then start from there.

However, if the destination is at the starting point, there's no need to go all the way to the goal point.



Repetition:

- Repeat steps ① to ④.
- Change the order of guiding so that they don't always start from the same point.
- Use enough time for at least three rounds.



Before starting the activity.

1. Review words.

classroom, restroom, [music / arts and crafts / cooking] room

[science /computer] lab, cafeteria

[nurse's / principal's / teachers', school] office, entrance, library, gym, playground

2.Review how to give directions.

e.g. Go straight. Turn right/ left. Stop. It's on you right/ left. Go up. Go down.