Konbini Items 2
Review and practice vocabulary learnt in 'Konbini Items 1'

Slides 1-2: Matching Game 1

This matching game will help students to review their vocabulary. Tap on two cards to match up the picture and the word. If the correct match is found, the selected cards will disappear. When all the cards have been matched, the number of attempts taken to complete the task will be displayed. Tap on 'Reset' to rearrange the cards for another round.

Suggested Activity:

As the vocabulary on page 1 and 2 is different, the class could be divided into 2 teams, with one team attempting page 1 and the other page 2. The team that required the least amount of attempts to complete the task would be considered the winner.

Slide 3: Matching Game 2

In this game the pictures of items in the square in the middle are constantly changing. Tapping on the square will cause the flow to "freeze" on one picture, thus displaying an item at random. Three words will appear under the picture and the task is to choose the word that matches the displayed item. Once the correct word is selected, the pictures will automatically resume changing.

Slides 4-7: Anagrams

In this activity the 'letters' need to be rearranged to make words for the items introduced so far. Tap 'Start' to rearrange the letters in the bubbles and, if necessary, tap on 'Clue' to see the picture and the English translation.

In this task, the faster you unscramble the words the better your score gets. As in the task above, there are 2 pages with different sets of vocabulary so that this activity can be run as a competition.
*Pages 6&7 have words with Katakana.
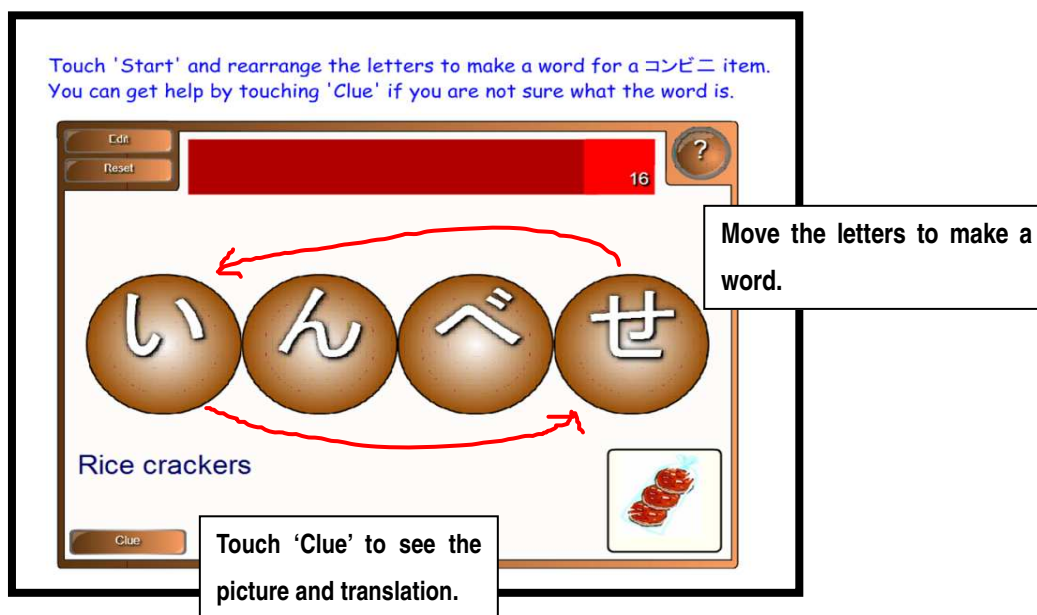
Slide 8: Bingo

An automatic bingo grid that randomly selects items is featured on this page. Simply tap 'Select' and one picture will be highlighted automatically.

Suggested Activity:

Bingo sheets (downloadable from this site) are distributed or students draw up a grid in their notebook. Students must choose a コンビニ item and write it in Japanese in each square. Students cross off any item on their grid that comes up on the automatic bingo page. The first student to complete a whole row wins the game.