

Expression_Kudasai

Learn expression 「～をください」

Slide 1: Introducing the sentence pattern used to ask for something

The phrase 「～をください」 can be practiced with the various items introduced so far through this task.

Suggested Activity (1):

'Roll' the blue dice by tapping it. Once an item is displayed, drag the appropriate word from the bottom of the page to the yellow box and practice asking for that item. Tap on the words to hear the audio for them. Repeat the process by tapping the blue dice again to show another item.

Suggested Activity (2):

Challenge the students by having them write the word in the rectangle instead.

When you want to buy something, you say...

あめをください。

んとう アイスクリーム
サラダ サンドイッチ
チョコレート

Tap on the blue dice. It rolls and shows an item

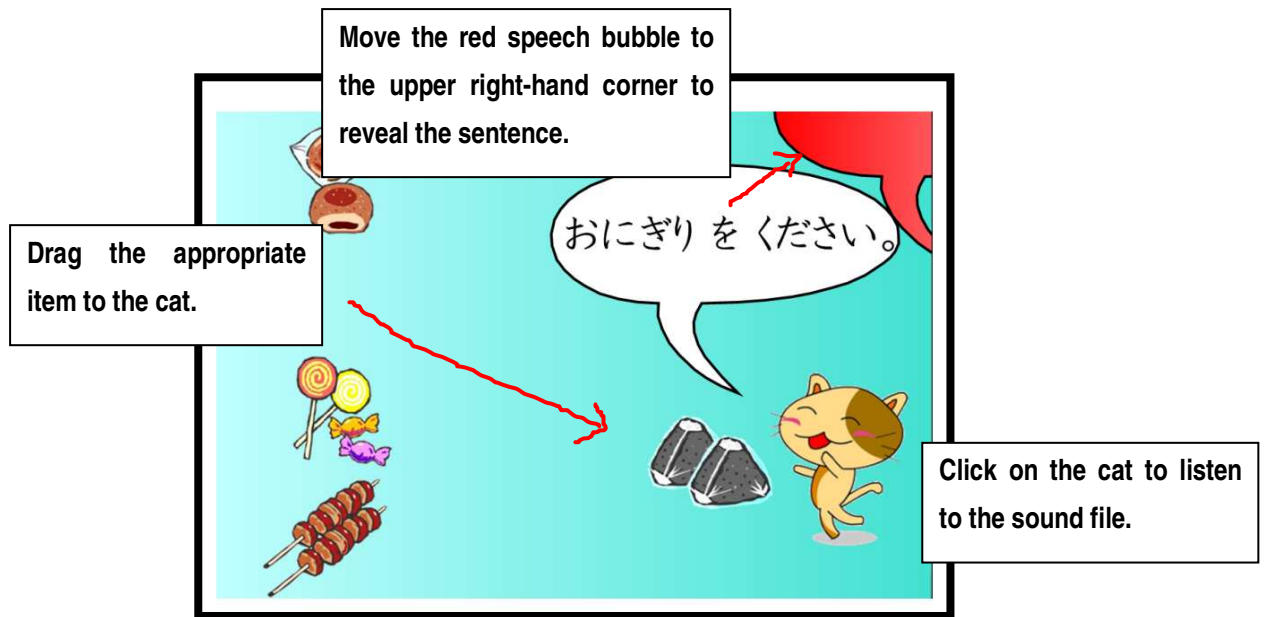
Drag the matching word into the box.

Slide 2-3 Consolidation Activity (Listening)

Tap Ichi the cat to hear his requests for items. The coloured speech bubble can be moved aside to show the sentences and you can hear the audio again by tapping the cat or the actual sentence. There is a sound clip for each item as well if extra support is needed.

Suggested Activity:

Students listen to the audio and then drag the appropriate item to Ichi.



Slide 4: Practicing sentence patterns

On this slide students can practise the sentence pattern by substituting the items.

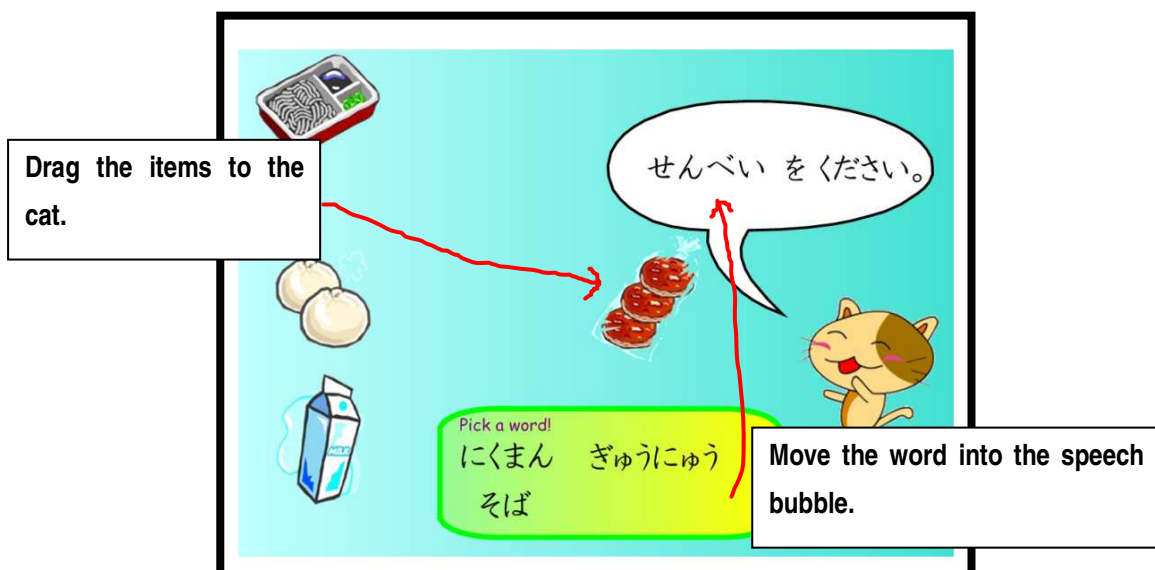
Suggested Activity (1) :

A word is selected from the 'Pick a word' box and dragged into the speech bubble to make a new request. After practicing the request the appropriate item is then dragged to Ichi.

Suggested Activity (2):

An item from the left hand side is selected and students are asked to complete the sentence in the speech bubble by choosing the right word from the 'Pick a word' box.

The sound clip for the whole sentence can be heard by tapping on the item and をください。



Slides 5-6: Shopping game

Slides 5 and 6 consist of a 'Shopping game'. The square on the top right-hand corner shows a different item every time you tap on it. On the left-hand side there is a pull tag that shows a shopping list with the items the players need to buy. Once students have identified and remembered the items they need to buy, the teacher/student leader starts the game by tapping the blue square every few seconds. Students must call out 「はい！」 when one of the items from their list appears. Then, within five seconds, they need to follow up by asking for the item using 「(item) をください」. If the answer is correct, the teacher/student leader taps on the arrow on the bottom left corner of the square to make the picture of the item appear and then drags it to the shopping cart. The game then continues.

Suggested Activity:

As the shopping lists are different on page 5 and 6, students can be divided into two teams. The squares on both pages contain the same 36 items that students need to learn. More shopping lists can be created to accommodate larger numbers of students. A timekeeper could be appointed to time the games, and the team that finishes buying all the items fastest wins.

