

Sugoroku 'Kudasai' version

コンビニすごろく「～をください」

Play Sugoroku using:

- Vocabulary for products and services in a Japanese コンビニ
- Related expressions ～をください, いらっしゃいませ, ありがとうございます.

Slide 1 すごろく Japanese Board Game

Setting up:

This is a 2-6 player game. To involve the whole class, students could compete in teams.. When playing in teams, each group can choose a representative to stand by the board to roll the dice/move the marker for the group. Each group should decide the order in which members will take turns to fulfill the tasks in advance. This will help the game to move along quickly and smoothly.

Deciding which team will start can be done byじゃんけん (Rock, Scissors, Paper). At this point the teacher could also introduce the standard greetings used by shop assistants. Tap the speech bubble 「いらっしゃいませ (Welcome)」 at スタート (entrance) to hear the audio. Tap on the shop assistant at the register to hear 「ありがとうございました (Thank you for coming)」.

How to play:

Teams take turns to “roll” the two dice on the screen by tapping them and then moving their markers accordingly.

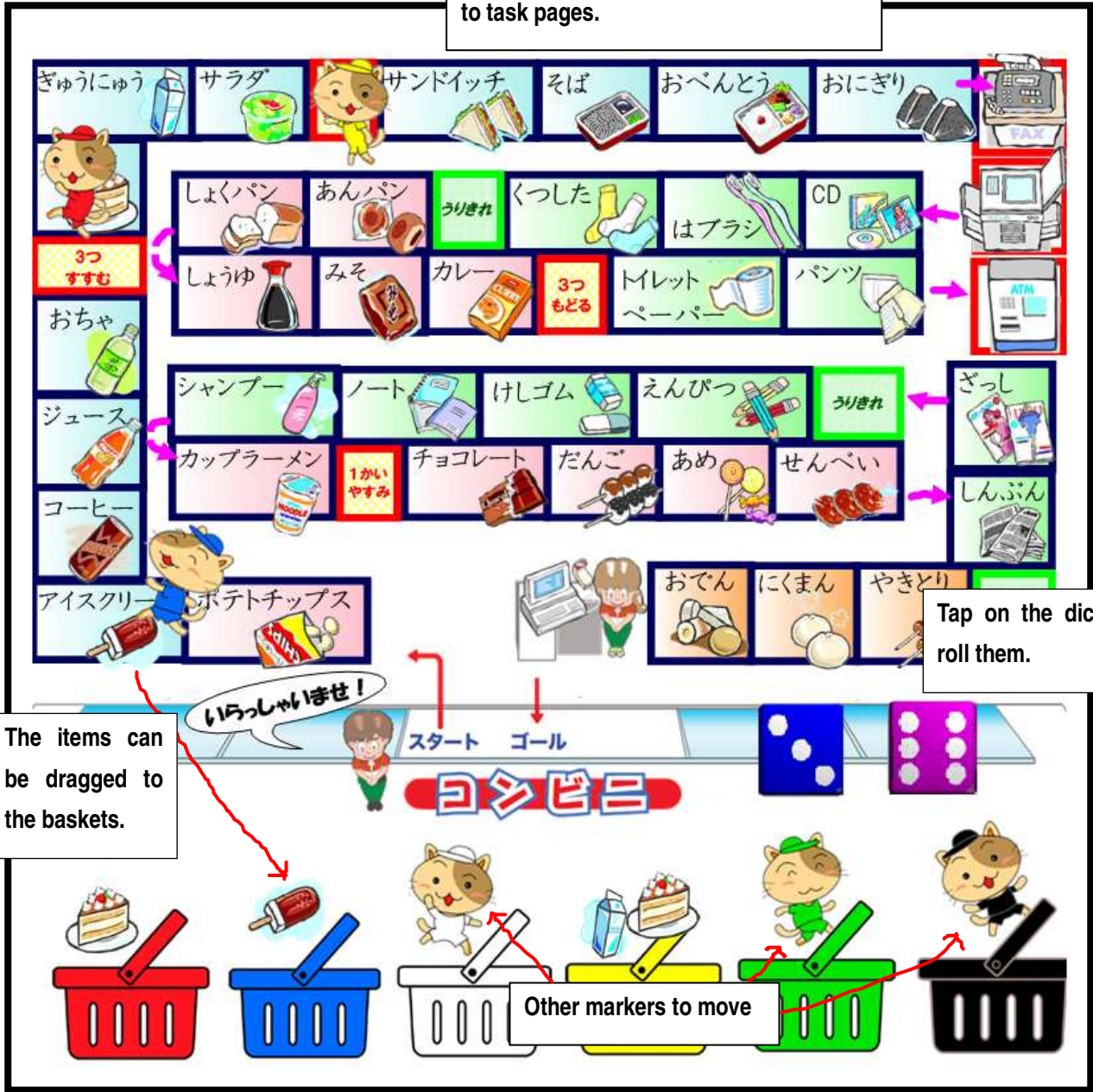
As the players travel around the board, they will land on various items, instructions or tasks. When a player lands on an item, they/the group must ask for the product saying 「(item)をください」. The vocabulary appears in the square, so students can use that for support if needed.. If the player can't read the word, the teacher may play the audio by tapping on the item to help them complete the sentence. If the sentence is satisfactory, the teacher allows the group to drag the item to their shopping basket.

There are 4 red squares with instructions. '3つすすむ' means 'Take 3 steps forward' and '3つもどる' means 'Take 3 steps back'. If a player stops at '1 かいやすみ' that group will lose a turn.

When a player lands on a square with the word うりきれ (sold out), the teacher taps on the square and a task page appears. The player completes the task according to the instructions (in consultation with their team if appropriate). If they complete the task, they stay where they are. If not, they must go back to the previous square. The 3 red squares on the top right-hand corner with a fax machine, a copy machine and ATM respectively also have a link to pages with tasks. The same rule applies to these squares regarding the completion of the tasks.

The first team to reach the ゴール (exit) is the winner. The exact number must be thrown to finish, so groups must move their markers back again from the exit for any excess numbers. The teacher may allow the use of one dice when a player reaches the last six squares before the finish which is ざっし.

By tapping on うりきれ squares, fax, copy machine and ATM, you will be led to task pages.



The items can be dragged to the baskets.

Tap on the dice to roll them.

Other markers to move

Task slides are explained below

Slide 2: Fax machine

When a player lands on ファックス (fax machine), the teacher taps on the square to change the screen to this page. In this task the player is required to list in Japanese the items the team has collected so far. The teacher can introduce/remind students of the appropriate expression by pulling out the sample sentence from the right edge of the page. Audio can also be heard by tapping on the sentence. To go back to the すごろく page, tap on the すごろくにもどる icon.

なにをかいましたか。

You must tell us which items you've bought so far.
You can refer to the example if needed.

Example

ポテトチップスと、おちゃと、サラダをかいました。

Drag the star to the left and pull out the expression.

すごろくにもどる

Slide 3: Copy Machine

When a player lands on コピーき (copy machine), the teacher taps on the square to change the screen to this page. The greetings for shop assistants 「いらっしゃいませ」 and 「ありがとうございました」 are introduced here. All the group members must say these two expressions 5 times each cheerfully and pleasantly as if they really are employees. The teacher taps on the speech bubble, plays the sound clip 5 times, and the group members repeat it.

Imagine you are going to work at this コンビニ as a shop assistant. You have to practise how to greet customers nicely. Click on the speech bubbles and repeat the expression. Say it 5 times very cheerfully and pleasantly!

When customers come into the shop, you say...

いらっしゃいませ!

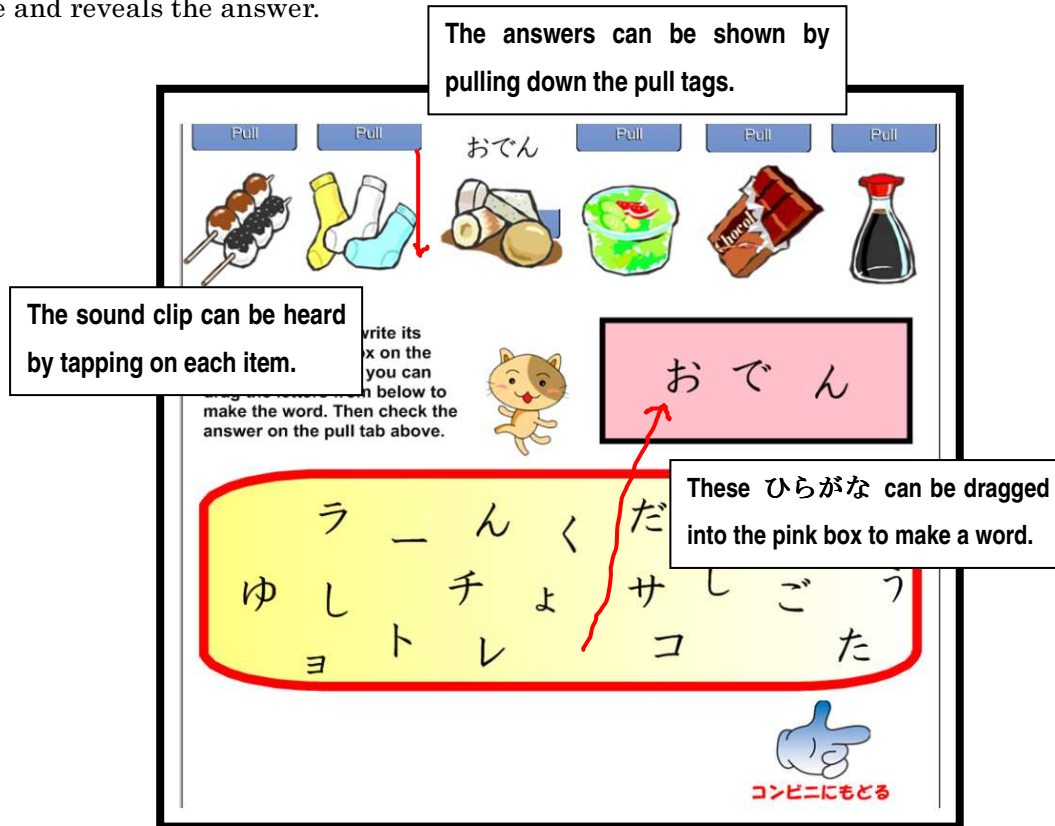
ありがとうございました!

Tap on the speech bubbles to play the sound clip.

すごろくにもどる

Slide 4: うりきれ 1

The first うりきれ square leads to this page. A player chooses one item and writes the word for it in the pink box. If they need help remembering the word, the teacher may tap on the picture of the item and play the audio. The word can be written with a pen, or alternatively, constructed by dragging ひらがな from the box with the letters. The player can work in consultation with their team if appropriate. When the writing is finished, the teacher pulls down the pull tag above the picture and reveals the answer.



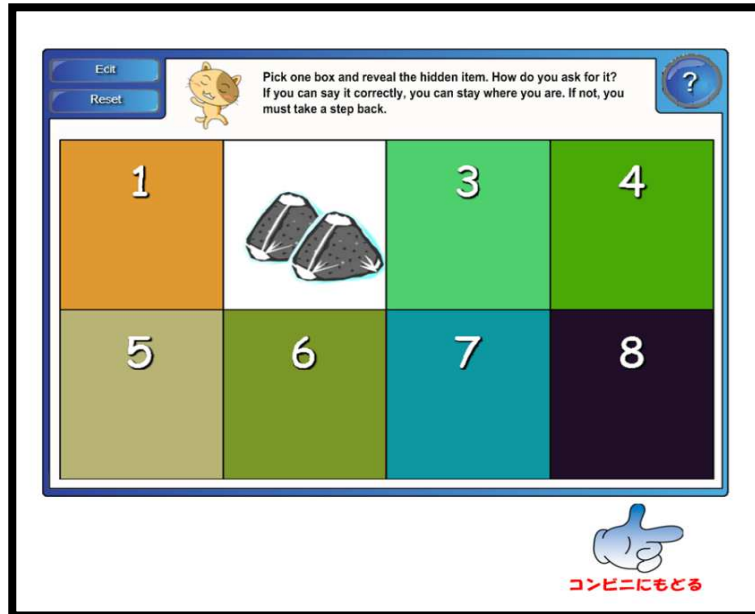
Page 5: ATM

When a player lands on the ATM, the teacher taps on the square to change the screen to this page. The player should be able to read the word トイレットペーパー (toilet paper) and move their marker back to the right space.



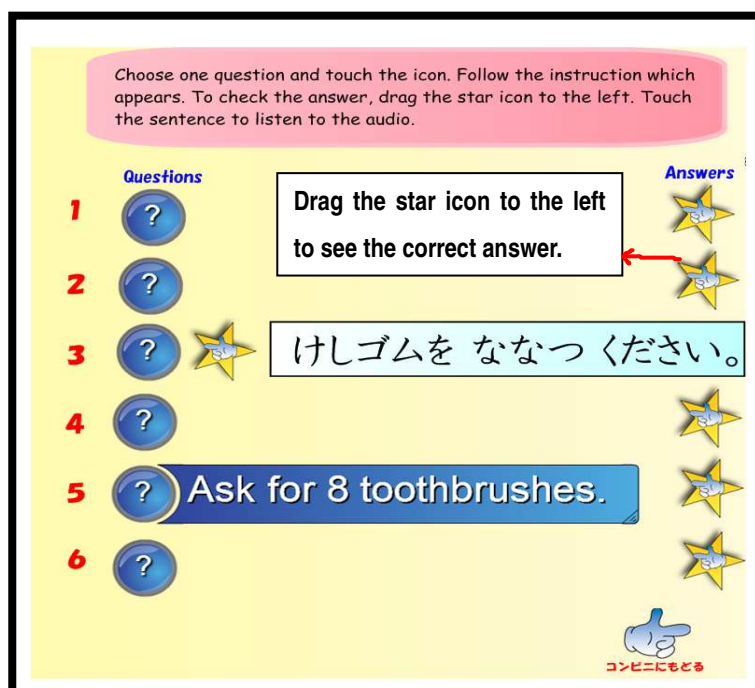
Slide 6: うりきれ 2

The second うりきれ square leads to the page below. A player chooses one box by calling out a number. The teacher/student representative taps on the number and reveals the item. The player must say the sentence asking for that item, e.g. 「おにぎりをください」. If the answer is not correct, the player must move their marker back to the previous square.



Slide 7: うりきれ 3

The last うりきれ square leads you to the page below. A player chooses one question and calls out the number. The teacher/student representative taps on one of the blue question marks to reveal a task. To check the answer, pull out the star icon on the same row to the left. The sound clip of the sentence can be heard by tapping on the answer.



Slide 8: Substitute Game (without counters)

If this game is used before students learn counters, the last activity mentioned above can be substituted by the コンビニ item recognition activity that was introduced earlier in the program. As there is no direct link to this page, the teacher needs to select the last page of the sequence. Students may have a go 5 times or so and should choose the right answer at the first guess every time.

