

Sugoroku 'Ikuradesuka' version

コンビニすごろく「～はいくらですか」

Play Sugoroku using:

- Vocabulary for products and services in a Japanese コンビニ
- Asking for the price
- Counters ～ほん、～まい、～さつ、ひとつ、ふたつ…
- Related expressions いくらですか、～をください、いらっしやいませ、ありがとうございますしました。

Slide 1: すごろく

Setting up:

This is a 2-6 player game, and students can compete in up to 6 teams depending on their numbers. Each group decides the order in which members are to take turns to fulfill the tasks.

This is a shopping game in which students try to buy as many items as possible within their budget. Each group starts with a budget of ¥2,000, however, there are chances to earn bonus money by successfully completing tasks.

!Note: The team must keep a record of their purchases to ensure that they keep within their budget. Each team uses a budget planning sheet on which items purchased, and the quantity, should be recorded. The budget planning sheet is found on Slide 12. Alternatively students can make their own in their notebooks.

The standard greetings for the shop assistants can be introduced before starting the game. Tap on the speech bubble 「いらっしやいませ (Welcome)」 at スタート (entrance) to hear the audio. The expression 「ありがとうございました (Thank you for coming)」 can be also heard by tapping on the shop assistant at the register.

How to play:

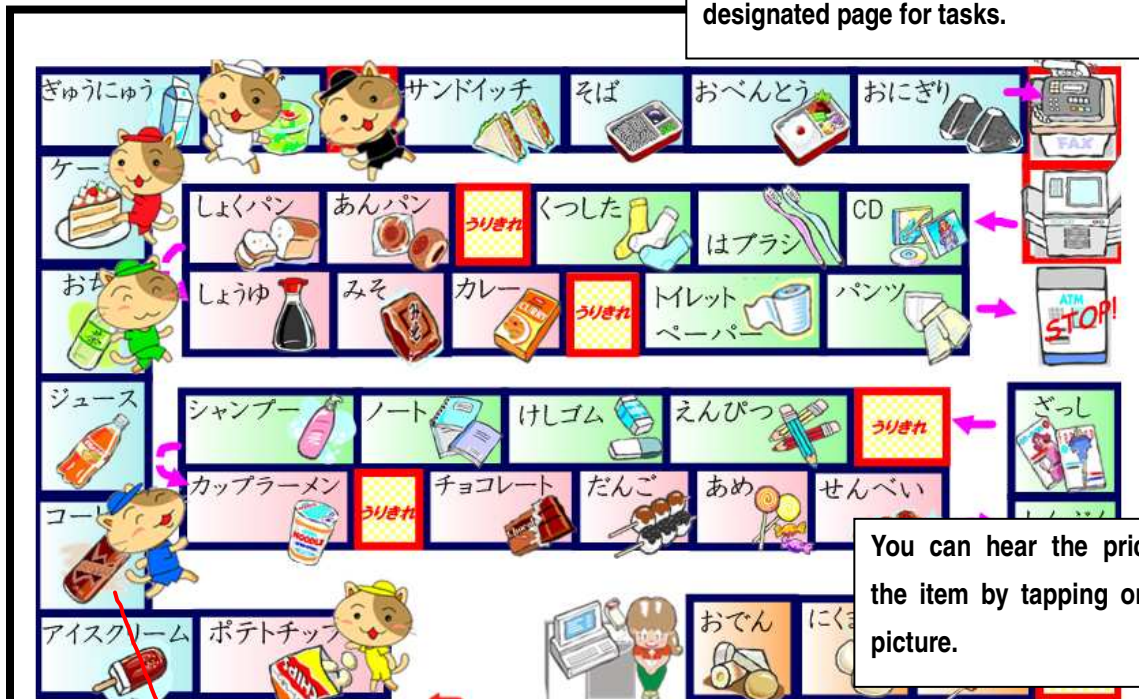
Teams take turns to roll the dice on the screen by tapping on it and moving their markers accordingly. When a player lands on an item, the group members must ask the price saying, for example, 「ポテトチップスはいくらですか」. The teacher/student representative plays the audio for the price by tapping on the item. The team decides how many items they are buying and asks the teacher/student representative for them, 「ポテトチップスをみつつください」. The items are then moved to their baskets accordingly.

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, while consulting with the team. If they complete the task, they get the bonus credit shown on each page. The 2 red squares in the top right-hand corner with a fax machine and a copy machine also have links to pages with tasks. When you stop at or pass by the ATM, tap on the ATM to receive bonus credit.

When a team reaches the ゴール (exit), they can finish - even if they did not throw the exact number to finish.

[Note: The first to finish is not considered the winner. The winner is determined with a twist via an activity on the next slide.

By tapping on うりきれ squares, fax, copy machine, and ATM, you will be led to the designated page for tasks.



You can hear the price of the item by tapping on the picture.

The items can be dragged to the baskets.



Slide 2: Deciding the Winner

Once all the teams have finished, tap on the blue arrow to proceed to the next page. This is a lottery style page that determines きょうのラッキーアイテム (Today's 'Lucky' items). Tap on 'Select' and a ラッキーアイテム comes up randomly. Teams check if these ラッキーアイテム are included in the things they have bought. If they are – lucky them! For each item that comes up in the 'Lucky Item' lottery that is on their list of bought items, they get one point. For example, if サラダ is one of the ラッキーアイテム and a team bought 4, that team gets 4 points. The team that gets the highest number of total points wins. As you can see, it is vital that students accurately record their purchases during the first part of the game.

You may like to record the items in the box at the bottom of the page for students' reference.

Random Image Chooser

SMART Technologies 1.0

No repeat No. of images 36 Select Reset

Write down the items in the box.

Tap on 'Select' to pick an item.

きょうのラッキーアイテム!
カップラーメン せんべい

Slide 3: うりきれ 1

The first うりきれ square leads to the page below. A player chooses a number and the teacher pulls out the pull tag for it. The player must read the price on the tag in Japanese. The answer can be checked by tapping on the price and listening to the sound file. If the answer is correct, that group receives a bonus credit of ¥500.

Pull out one of the boxes below and read the price in Japanese. You can hear your answer by touching the price and listening to the correct pronunciation. If you can read it correctly your team gets ¥500 bonus.

1 Pull

2 **840えん** Pull

3 Pull

4 Pull

5 Pull

6 Pull

すごろくにもどる

The audio can be heard by tapping on the price.

Pull out the pull tag to show the price.

Slide 4: Fax Machine

When a player lands on the fax machine, the page below comes up. The player must tell the rest of the class what his/her team has bought so far. To assist the player, the teacher can drag the star to the left and reveal the example. The sound clip can also be heard by tapping on the sentence. If the answer is correct, that group receives a bonus credit of ¥500.

Pull out the example by dragging the star.

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。

The sound clip can be heard by tapping on the sentence.

すごろくにもどる

Slide 5: Copy Machine


The page below comes up when a player lands on the copy machine. The player must tell the rest of the class how much money they have left in their budget. An example can be shown by dragging the star to the left and audio is available by tapping on it. If the answer is correct, that group receives a bonus credit of ¥200.

お金はいくらありますか。

How much money do you have left at the moment? Say it in Japanese.


Pull out the example by dragging the star.

Example



1240えんあります。

The sound clip can be heard by tapping on the sentence.




おそろくにもどる









Slide 6: うりきれ2


The second うりきれ square leads to the page below. A player chooses one question and the teacher plays the audio by tapping on the number. Each question asks the price of an item below. The student must give the right price for the items asked about. For example, Question 2 asks ぎゅうにゅうはいくらですか。Therefore, the student's answer should be「180えんです」。 If the answer is correct, the group receives a bonus credit of ¥300.

on below and answer in Japanese. If you can answer correctly, your team gets ¥300 bonus.

A player chooses one question and the teacher plays the sound clip by tapping on it.



?	?	?	?	?	?
1	2	3	4	5	6
<p style="color: blue; font-weight: bold;">210えん</p> 	<p style="color: blue; font-weight: bold;">160えん</p> 	<p style="color: blue; font-weight: bold;">190えん</p> 	<p style="color: blue; font-weight: bold;">150えん</p> 		
<p style="color: blue; font-weight: bold;">120えん</p> 	<p style="color: blue; font-weight: bold;">100えん</p> 	<p style="color: blue; font-weight: bold;">230えん</p> 	<p style="color: blue; font-weight: bold;">180えん</p> 		



おそろくにもどる

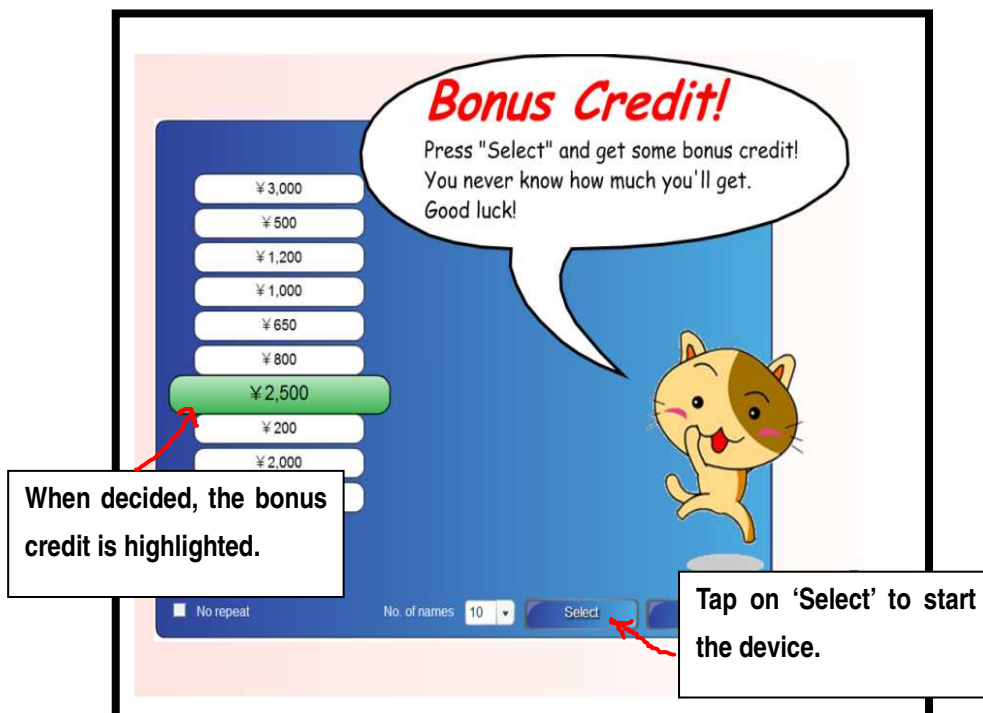
Slide 7: うりきれ 3

If a player lands on the third うりきれ square, the team loses ¥500 from their budget.



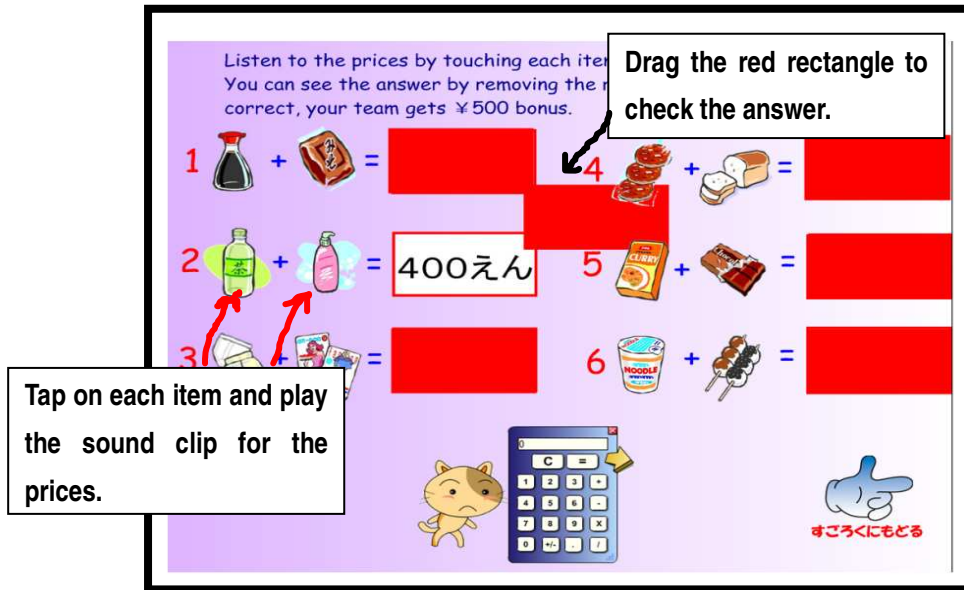
Slide 8: ATM

When stopping at, or passing, the ATM a player must go to the ATM page. This page will offer a bonus credit. The player taps on 'Select' to see how much credit they receive.



Slide 9: うりきれ 4

When a player lands on the fourth うりきれ square, they are led to a calculation task page. The player chooses a number and the teacher taps on the two items in the sum to play the audio of the price of each item. The team adds up the prices of these items and works out the total price. The player may use the calculator on the screen if necessary. The answer is hidden behind the red rectangle, which the teacher can drag aside to show the answer. By tapping on the answer, you can hear the audio. If the student's answer is correct, the team receives a bonus credit of ¥500.



Slide 10: うりきれ 5

The page below comes up when a player lands on the fifth うりきれ square. They must choose one balloon. The teacher/student representative touches the balloon and bursts it. A sum of money is revealed and the player must say the amount in Japanese. The correct answer can be heard by tapping on "Check answer". If the answer is right, the team gets to add the same credit to their budget.



Slide 11: うりきれ 6

The last task page introduces a role play. All the team members stand up and pretend to be shop assistants at a コンビニ. They must demonstrate how cheerful and polite they can be when greeting customers. The teacher can play the audio by tapping on the speech bubbles. If their greetings are satisfactory the teacher allows the team to receive a bonus credit of ¥500.

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す!







When cu
the shop

Tap on the speech bubbles to play the audio.


 すぐろくにもどる

Slide 12: Chart for Accounting

Team members must keep a record of their budget, the amount they spent and the items they bought. The teacher can print out this chart and give a copy to each team.

	あか	あお	みどり	しろ	きいろ	くろ
お金は いくら ありますか。 How much money do you have?						
いくら つかいましたか。 How much did you spend?						
なにを かいましたか。 What did you buy?						