

# MARIO KART SUGOROKU

## Items:

- Mario Kart Sugoroku board
- Laminated Items
  - characters , stars, mushrooms
- Dice (large size is preferred)
- Question Category Sheet
- Question sheet

## Board Rules:

|   |  |
|---|--|
|    | students play Rock, Paper, Scissors with ALT<br>ALT wins = 0 star / student wins = 1 star                |
|   | students get 1 star  |
|  | students take a star from another team   |
|  | plus one space<br>students can choose to keep a mushroom card to use later or they can use in the moment |
|  | student rolls dice again<br>1/2/3 = back 1 space 4/5/6 = forward 1 space                                 |
|  | go back to start   |

## Question Category:

- 1) Spelling

- students must spell the word given to them
- 2) Past Tense
  - students must give the past tense of a verb ( eat - ate)
- 3) Question
  - students must answer a question correctly in a full sentence
- 4) Sensei ( x2 Space )
  - students must answer a question about their ALT
    - if answered correctly then the teams character moves double the amount rolled on the dice

## **Directions:**

Students work in teams to try and get their character to the end of the board

- Teams choose 1 character to represent their team on the board
  - Explain the rules of the board and how the questions work
  - Decide on team order to answer questions
- Teams choose a question from the category list and must answer a question related to the chosen category
  - IF team answers correctly → they roll the dice and move their character
    - Team receives a buff of punishment depending on what symbol they land on
  - IF team can't answer then they can't roll the dice

# **HEADBANDS**

**Items:**

- Chairs
- Laminated Cards
  - EXAMPLE: jobs, animals, subjects, fruits, foods

## **Directions:**

Students work in teams to give hints to a team member sitting in a chair about a secret word

- 1 team member is sitting in the chair facing their teammates
  - 1 ALT is standing behind the student sitting down
- ALT holds picture cards above the student sitting
  - Other students must give hints about the word so the student sitting can guess the picture
    - Red → Fruit → Aomori = Apple
- STUDENT in chair guess correctly
  - Team gets 1 point and the next student takes a seat
- STUDENT can't guess the word
  - Student can pass once or change to the next student
- Team with the most points at the end wins

# **STEP GAME**

## **Items:**

- Projector & Projector Screen

- Laptop
- HDMI cord
- Extension Cable (for projector)
- Pointer/Laser Pointer
- Presentation with target words (in Japanese)

## **Directions:**

A fun 10-15 minute game to get student up and moving with ALTs

- Students line up shoulder to shoulder facing the ALTs across from them
  - students should be able to see the projector screen from a distance
- 1 ALT handles the slides and pointing to target words
  - Target Words
    - Days of the week
    - Months
    - Question Words
- After ALT points to a word the students must say the word in English to take a step forward
  - have some of the words marked with a red **X**
    - If ANY student has the **X** marked word then every student must go back to the start line
- GOAL → make it to the line of ALTs
  - When 1 student reaches a specific line on the floor then ALL the students must run back to the start before an ALT tags them