

## STEP 5

### A. Daily expressions

(1) Review of previous steps

(2) *itadakimasu, gochisoosama*

A possible scenario for introduction.

a) Teacher brings food (Japanese rice crackers or candies if available) to the class and partakes of it. At that time he or she says *itadakimasu* before eating and *gochisoosama(deshita)* after eating.

b) Students partake of some food but they are reminded to say *itadakimasu* and *gochisoosama(deshita)*.

(3) Offering something to someone

A possible scenario for introduction (Tools - flash cards for food items)

a) Teacher demonstrates the following sequence playing both roles.

A: (giving B a “coffee” flash card) *koohii o doozo.*

B: (receiving the card) *hai, itadakimasu.*

A: (giving B a “chocolate” flash card) *chokoreeto o doozo.*

B: (showing reluctance to receive the card) *iie, kekkoo desu.*

b) Teacher gives a student a flash card saying *-o doozo* and the student either accepts or declines his or her offer saying *hai, itadakimasu* or *iie, kekkoo desu*. This is repeated until everyone in the class has a chance to accept/declines the teacher’s offer.

c) Teacher and students switch roles and practice the sequence above.

### B. Actions

(1) Review of Step 1-4 actions

(2) Telling time *-ji* (top of the hour only)

(3) Telling months

(4) Saying what one is going to do & writing katakana letters

a) Teacher raises the red tag and repeats the following sequence several times.

A: “*I*” *o kaite kudasai. kaku mae ni “i o kakimasu” to itte kudasai.*

B: (says “*i o kakimasu*” and then writes “*i*” on the board)

A: “*ta*” *o kaite kudasai. kaku mae ni “ta o kakimasu” to itte kudasai.*

B: (says “*ta o kakimasu*” and then writes “*ta*” on the board)

[Repeat the sequence with different characters for the desired number of times.]

b) Teacher drops the tag and have students play B above.

### C. Katakana *na-gyoo (na, ni, nu, ne, no)* + review

#### D. Activity

“*hai, itadakimasu*” “*iie, kekkoo desu*” game

Tools: (1) A set of 25 index cards on which different foods are depicted.

(2) Lists of five food items that a player must accept when they are offered to him or her.

a) This game is played with five people. Additional sets of cards and lists are needed to accommodate two or more groups of five. Cards are distributed evenly among five players and the players must not show their cards to other players.

b) A list of five food items is given to each player. Players examine the list and see if they have a card that matches any food items on the list. If they find a match, they place the card on the table right in front of them saying “*gochisoosamadeshita.*”

c) Players take turns and offer the remaining food item to any player they choose. The player offered the food must accept if the item is on her list and must not accept when it is not on her list. The player has to say “*hai, itadakimasu*” or “*iie, kekkoo desu*” when accepting or declining the offer.

e.g.     A: *B san, aisu kuriimu o doozo.*

          B: *hai, itadakimasu. or iie, kekkoo desu.*

d) The player who collects the five food items on her list and got rid of her other cards fastest is the winner.