

STEP 6

A. Daily expressions

(1) Review of previous steps

(2) Introduction of *itte mairimasu*, *itte rasshai*, *tadaima*, *okaerinasai*

A possible scenario for introduction

A fake door or some sort of partition is placed in the classroom.

a) Teacher goes behind the partition saying *itte mairimasu* and comes out shortly after saying *tadaima*.

b) Teacher requests something from a student saying, for example, *A san tekisuto o kudasai*.

c) Student A gives his textbook to her saying *hai, doozo*.

d) Teacher thanks A and goes behind the partition saying *itte mairimasu*. After a short while, he or she comes back without A's book and says *tadaima*.

e) Student A says *itemairimasu* and goes behind the partition to get his or her book.

Teacher says *itterasshai* to the student.

f) Student A comes out of the partition with his or her book and says *tadaima*. Teacher then says *okaerinasai* to him or her.

g) b)-f) above is repeated with teacher requesting something from another student.

B. Actions

(1) Review of Step 1-5 actions

(2) Counting things

A possible scenario for introduction

tools: plastic color Easter eggs or other small objects and a red tag

Teacher says *tamago o kazoemasu* and start counting the eggs saying *hitotsu, futatsu, mittsu.....* After a while, she has the students count them.

(3) Putting things in containers

tools: plastic eggs, a paper or plastic bag(*fukuro*), a box(*hako*), and a can(*kan*)

a) Teacher raises a red tag and demonstrates the following sequence playing both roles.

tamago o hitotsu hako no naka ni iremasu. (putting one egg in the box.)

tamago o hitotsu fukuro no naka ni iremasu. (putting one egg in the bag.)

tamago o hitotsu kan no naka ni iremasu. (putting one egg in the can.)

b) Teacher continues with her demonstration with different numbers of eggs going in one of the three containers.

c) Teacher designates a student and asks him to put a certain number of eggs in one of the three containers. ie. *A san, tamago o hitotsu kan no naka ni iretekudasai*. This is repeated for the desired number of times.

C. Katakana *ha-gyoo (ha, hi, fu, he, ho), ba-gyoo, pa-gyoo* + review.

D. Activity

"ittemairimasu" "itterasshai" relay

a) Teacher writes katakana characters *a gyoo - pa gyoo* in a random order on an erasable surface in two different locations in the classroom. A starting line will be indicated on the classroom floor at a location which is an equal distance away from both sets of characters.

b) The class will be divided into two groups (three or more groups if the number of students in each group exceeds five and additional sets of katakana characters are needed to accommodate every group).

c) Each group forms a line and waits behind the starting line.

d) Teacher either calls out a character (ie. *"ka"*) or says "*___o keshite kudasai.*" (ie *"___de ___o keshitekudasai."*). The students at the head of each line will say *"ittemairimasu"* and after hearing *"itterasshai"* from their groupmates, they go to erase the designated character and come back to the starting line. They then say *"tadaima"* and their groupmates will respond with *"okaerinasai."* This concludes a round and each group will receive two points for erasing the correct character and two points for successful execution of greetings. The group which has finished first will receive an additional point if it did so in an error free fashion.

Another round will begin with teacher calling out another character and the students next in line performing the task. This process will be repeated until everyone goes to erase a character at least once.

e) The group which has accumulated the highest scores at the end will be the winner of this game.