

STEP 2

A. Daily expressions

(1) Review of first time greetings and bowing

(2) Introduction of *sayoonara*, *ja mata*, *shitsurei shimasu*, *oyasuminasai*

The expressions listed above may be introduced in a context subsequent to that of the previous step. Both *sayoonara* and *shitsureishimasu* are appropriate parting expressions for people who just met since both carry politeness. *Oyasuminasai* is also a polite expression but its use is limited to the nighttime. *Oyasumi* is its casual equivalent. *Ja mata* is also on the casual side and serves the Japanese equivalent of “See you soon.” Both *oyasumi* and *ja mata* are not appropriate for students to use when saying good-bye to an adult in general but especially in the first time greeting situations.

A: *hajimemashite, A desu. doozo yoroshiku.*

B: *hajimemashite, B desu. doozo yoroshiku.*

(Assume that they had talked for a little while.)

A: *ja, shitsurei shimasu.*

A: *ja, sayoonara.*

A: *ja, mata.*

B: *sayoonara.*

B: *oyasuminasai.*

B: *sayoonara.*

B. Actions

(1) Review of Step I actions

(2) *kazoete kudasai* (1-20)

Use a similar procedure to that used in the previous part.

(3) Writing names

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

A: *B san tattekudasai.*

B: (stands up)

A: *kokuban/howaitobodo no tokoro e ittekudasai.*

B: (goes to the blackboard/whiteboard area.)

A: *chooku o mottekudasai.*

B: (picks up a chalk)

A: *namae o kaitekudasai.*

B: (writes his or her name in English)

A: *suwatte kudasai.*

B: (goes back to his or her seat and sits down)

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

c) After everyone writes his or her name on the board, teacher reads each name with “Japanized” pronunciation. (i.e. Cathy Smith = *kyasshii sumisu*)

d) Students practice pronouncing their own and their classmates’ names.

C. Katakana *ka-gyoo (ka, ki, ku, ke, ko), ga-gyoo (ga, gi, gu, ge, go)* + review

D. Activity

"Throw ball around" game Tools needed: a beach ball, a whistle

(1) Preliminary Round 1

- a) Everyone in the room stands in a circle.
- b) Teacher calls out the name of a student and then throws the ball to that student.
- c) The student who received the ball calls out another student's name and throws the ball to him or her. The same process continues for one minute.

(2) Preliminary Round 2

The procedure is the same as the previous round but the players say a greeting (*hajimemashite, doozo yoroshiku, oyasuminasai, shitsureishimasu, sayoonara* etc.) in addition to calling out another player's name before throwing the ball.

(3) Game Round (Elimination Round)

- a) The procedure is the same as Preliminary Round 2 but the players must say a different greeting from what two previous players said. A player who fails to do so will be disqualified.
- b) After a minute, the teacher or the designated timekeeper blows a whistle and the player who happens to have the ball then will be disqualified.
- c) Repeat b) above a few more times or until everyone but one player is eliminated. The player(s) who escape(s) disqualification through until the end is the winner.