

STEP 4

A. Daily expressions

(1) Review of previous steps

(2) Introduction of (*doomo*) *arigatoo (gozaimasu)* , *iie (dooitashimashite)*

A possible scenario for introduction

a) Teacher is carrying some small objects in his or her arms and accidentally drops one or several of them.

b) Teacher thanks students in Japanese as they pick the dropped items up and give them to the teacher.

c) Teacher distributes the small objects used earlier to the students and they thank his or her for that.

d) Teacher responds by saying *iie dooitashimashite*.

(3) Introduction of - o kudasai, hai, doozo

A possible senario for introduction

The assumption here is that the students still have the small objects which were handed to them before in their hands.

a) Teacher requests one of the objects from the students by saying X (X=one of the objects) *o kudasai* and by moving her hand forward.

b) Teacher thanks the student who passes the requested item and the student replies with *iie dooitashimashite*.

c) Repeat a)-b) with students playing the role of those who request something.

B. Actions

(1) Review of Step 1-3 actions

(2) *kazoete kudasai* (1-100)

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

(3) Saying what one is going to do & erasing katakana letters

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

A: *tatte kudasai. tatsu mae ni "tachimasu" to itte kudasai.*

B: (says "*tachimasu*" and then stands up)

A: *suwatte kudasai. suwaru mae ni "suwarimasu" to itte kudasai.*

B: (says "*suwarimasu*" and then sits down)

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

(Katakana characters that were already introduced are written on the blackboard. The class may review these characters in advance.)

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

A: "*ka*" *o keshite kudasai. kesu mae ni "ka o keshimasu" to itte kudasai.*

B: (says "*ka o keshimasu*" and then erases "ka" on the board)

A: "i" o keshite kudasai. kesu mae ni "i o keshimasu" to itte kudasai.

B: (says "i o keshimasu" and then erases "i" on the board)

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

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

C. Katakana *ta-gyoo* (*ta, chi, tsu, te, to*), *da-gyoo* (*da, ji, zu, de, do*), small *tsu* + review.

D. Activity

(1) "Arrange them in the right order" game

a) The class is divided into small groups.

b) Each group receives a stack of katakana flash cards (piled randomly) containing all characters in *a-gyoo*, *ka-gyoo*, *ga-gyoo*, *sa-gyoo*, *za-gyoo*, *ta-gyoo*, and *da-gyoo* (35 of them in all).

c) With a signal from the teacher each group starts arranging the cards in the right order both in terms of *dan* (*a dan - i dan - u dan - e dan - o dan*) and *gyoo* (*a-gyoo, ka-gyoo, ga-gyoo, sa-gyoo, za-gyoo, ta-gyoo, and da-gyoo*)

d) The group which correctly arranges the cards fastest is the winner.

(2) "Give me *ka*" game

a) The class is divided into groups of seven and each group selects a dealer.

b) The dealer assigns one *gyoo* to every player including herself.

c) Each group receives a stack of katakana flash cards and the dealer distributes the cards evenly to each player.

d) Each player examines his or her hand and sees if he or she already has some cards which belong to his or her designated *gyoo*. If so, he or she puts those cards in front of his or her on the table face up. The objective of this game is to collect all five characters, which belong to the designated *gyoo* and a player who completes his, or her *gyoo* fastest is the winner.

e) The dealer starts the game by requesting a card he or she is looking for from one of the rest of the players. See the following.

[The dealer is trying to collect *a-gyoo*.]

Dealer: (choosing one of the players) *A san "o" o kudasai.*

[When A has the card.]

Player A: *hai, doozo.* (gives the card to the dealer)

Dealer: *doo mo arigatoo gozaimasu.* (He or she will lose the card and the turn if he or she fails to thank Player A.)

Player A: *iie, dooitashimashite.*

[Dealer can make a request one more time to anyone before losing his or her turn.]

[When A does not have the card.]

Player A: *arimasen*.

[Dealer loses his or her turn.]

A player sitting next to the dealer takes his or her turn and requests a card he or she is looking for in the same manner as the above. The game can be stopped when one of the players completes his or her *gyoo* or it can go on until everyone but one completes his or her *gyoo*.