



エリンと挑戦!にほんごテスト 使い方のヒント

Challenge with Erin! Japanese Test – Hints for use –

The below is a translation of Teachers' Room (日本語) <https://app.erin.ne.jp/resource/index.html>
Cards for the game can be downloaded from https://app.erin.ne.jp/resource/pdf/hint01_card.pdf (PDF
121KB).

Classroom Activities Using KOTOBA 1

This app is generally used individually on a smartphone, but with a bit of ingenuity a number of people can learn Japanese together using one device. Here we will give you some ideas for using the app with the whole class by connecting the smartphone to a projector or an IWB.

1 Preparation : Connecting the smartphone to a projector

You can show the smartphone screen through a projector or IWB using a specific purpose connector. There are also methods using wireless technology.

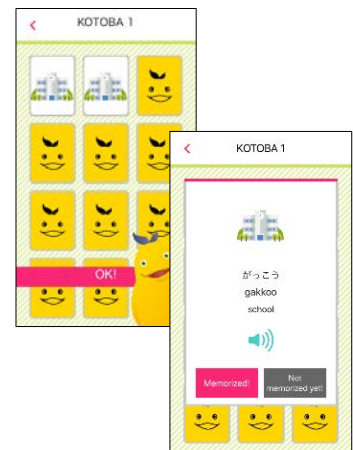
- * Search using the keywords 'smartphone' 'connect to a projector' 'adaptor'
- * If the projector allows it, connection with an HDMI cable is recommended.
The projector will also enable sound.



2 Hints for use : Classroom activities using KOTOBA 1

What is KOTOBA 1?

This is a card game like Memory/Concentration, where players choose two identical cards from twelve cards. When the cards are matched, the meaning and the pronunciation of the words can be checked. By repeating them, students can memorise these everyday words in Japanese.



? Do you often play Memory in your country?

Try playing Kotoba 1 with the whole class using a projector.

- ① Ask students to say which cards make a pair
- ② Check the meaning of the words by looking and asking

In ①, students may respond variously in their own words with 'above' 'on the right' 'in the middle.'

Here's a question.

When students respond with location words in this way, what should we do to enable them to express the location in Japanese?



Well, you could teach students the words 「^{うえ}上、^ま真ん中、^{した}下」 and let them say them.

Yes, I think it's a good idea to revise words for expressing location. But the cards are lined up in 4x3 formation, so three words may not be enough...

How about teaching expressions like 「^{うえ}上から^{ばんめ}2番目の^{ひだり}左」, and letting students say them?

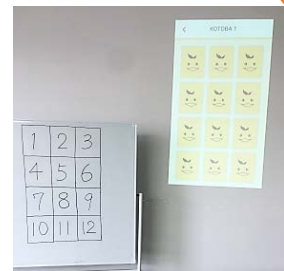


That's a possibility. Location is expressed more exactly, and the 4x3 formation is conveyed. But it takes a bit too long to say when playing the game, and the language level may be too high for some students...



I think you should draw a 12 square grid with numbers on the whiteboard, as shown on the screen, and ask students to say the number corresponding to the card in Japanese.

Yes, of course. Numbers are short, and lower level students can also benefit from the practising them. But we need to be careful where we position the whiteboard, as the students will have to work hard turning to the right and left if the whiteboard is not close to the screen.



I think we could give students a printout of a 12 square grid like the one on screen, and let them say the numbers in Japanese.



I think we could give students a printout of a 12 square grid like the one on screen, and let them say the numbers in Japanese.

It would be good if they had a printout, then they could look at it straight away. You could perhaps use letters, as well as numbers. We've prepared some cards, so please try using them.



Make sure you don't lose track of the main purpose of the game, which is to learn everyday words, by focusing too much on expressing location.

3 Finally

We have shown you a way of presenting this activity to the whole class, but it can be done in groups with smaller numbers by using one smartphone per group. You can adjust your method to your class situation.

The main thing is to give it a go! We would appreciate your feedback!