

YATTA! 2 ごきぶり GOKIBURI GAME

How to play:

Play in pairs with two grids (one grid per player). Before play begins, each student should plot the position of 5 ごきぶり on the grid.

Make sure each ごきぶり occupies three consecutive squares on the grid. They can be arranged vertically or horizontally but are not allowed to overlap. (You can cut out the ごきぶり to the right and stick them on, or draw your own!)

Take turns swatting at your partner's ごきぶり. The attacker calls out the grid coordinates of the space they want to hit. The defender says まる for a hit, or ぼつ for a miss. The attacker should record their guesses, marking a direct hit with a ○ and a miss with ✕. The players then swap roles.

When the attacker successfully hits all three squares of a ごきぶり have been hit, say やった!

The winner is the first person to knock out all of the other person's ごきぶり.

| | 一 | 二 | 三 | 四 | 五 | 六 | 七 | 八 | 九 | 十 |
|---|---|---|---|---|---|---|---|---|---|---|
| 母 | | | | | | | | | | |
| 父 | | | | | | | | | | |
| 大 | | | | | | | | | | |
| 小 | | | | | | | | | | |
| 好 | | | | | | | | | | |
| 何 | | | | | | | | | | |
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| 生 | | | | | | | | | | |
| 食 | | | | | | | | | | |
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