# カテゴリー・ゲーム KATEGORII GEEMU

Divide the class into small groups and ensure each individual has a pen or pencil. The category game can be played in two ways: **competitive**, or **collaborative**. Choose the style that best suits your learners.

## Competitive

Ensure that there are enough copies for each groupto have a sheet for each category. Announce the category and start the timer! (We recommend 60 seconds to start, but this should be adjusted according to your learners' needs.)

The students should write down as many words in 日本ご as they can - so long as it's relevant to the category.

Once the timer goes off, students must drop their pencils and stop writing. Correct their answers as a class, or ask groups to swap and check each other's answers. The group with the most correct answers wins!

Continue the process for each category. The overall winner can be determined by most categories won, or even their total number of correct answers across categories.

### Collaborative

Write each category down at the top of the sheet, then place each sheet at a separate table around the room. Assign each group to a table (or station). Once each group has settled and is ready to write, start the timer!

Each group should brainstorm as many words in 日本ご as they can think of and write them on the sheet.

Once time has elapsed, each group moves to the next table. Check everyone knows where their next category is before they get up and move! Students then repeat the process at each table, building on what previous groups have already written.

At the end, students should have the opportunity to view all of the category sheets and see what their classmates have contributed.

# Suggested categories

- Hiragana
- Greetings
- Numbers 1 100
- Ages 1 20
- Family
- Animals
- Animal sounds
- Shopping
- Adjectives
- Activities

- Time words
- Kanji
- Particles
- Places
- Question words
- At home
- Food/drink
- Colours
- Classroom Items

### For example:

# **かだい** 88 Greetings Aはよう おはようございます おやすみなさい こんばんわ こんばんわ こんばんは









