

Strategy Scenario

Strategy: Gaming

Content: Japanese language

Title: Simon or Sensei Says . . .

Time Required: 45 minutes

Number of Participants: 10 students

Target Audience: 6th graders

Goal of Activity: To state various parts of the body in Japanese.

Purpose of Script: To demonstrate the use of gaming as a learning strategy to aid students' memorization and recall of Japanese words.

Learning Outcome(s), Gagne's Taxonomy: Verbal information

Learning Outcome(s), HEO Taxonomy: Knowledge

Learner Characteristics: Sixth graders who are interested in Japan and Japanese language.

Entry Skills: Average sixth grade students with speaking skills in English (e.g., ability to describe various body parts in English).

Setting: Classroom

Media: A Japanese instructor, paper (certificate-looking paper will be an ideal), and markers.

Process:

1. A Japanese instructor will say in English, "You will study the body parts in Japanese."
2. The Japanese instructor will point to his or her part of body, saying the body-part word in Japanese.
3. Then, the instructor will ask students, "What is it?" in Japanese or English. Then, the students volunteer responses. (The instructor should say the correct vocabulary, no matter the students' response.)
4. The instructor will make sure whether the students are ready to play "Simon Says." If the instructor decides on "Simon Says," he or she will ask the students in English, "Did anybody play 'Simon Says'?" If the instructor thinks that the students are not ready, the instructor will repeat the above steps.
5. The instructor will explain the rule in English, emphasizing that he or she will say "Sensei (teacher) Says" instead of "Simon Says."

6. The whole class will play “Sensei Says” according to the instructor’s directions until he or she thinks that the students can play the game individually.
7. Then, the instructor will say in class, “Now, we will have a “Sensei Says” championship. I need two volunteers.”
8. All the students will participate in “Sensei Says” championship. The child who does not touch a wrong part of body as often as the other child will win the game. Then, the winner will compete with the new challenger.
9. Finally, a child defeats all other children. The instructor will announce the child as a “Sensei Says” champion. He or she will write a child’s name in both English and Japanese with the champion title and hang the name on the class wall.

Strategy Assessment: Observe the students at school whether they play the “Sensei Says” game to enhance their recall or apply the new vocabulary.

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References:

- Rieber, L.P. (1996). Seriously considering play: Designing interactive learning environments based on the blending of microworlds, simulations, and games. ETR & D, 44(2), 43 -58.