

Strategy Scenario

Strategy: Mnemonics

Content: Japanese language

Title: Counting 1-10

Time Required: 45 minutes

Number of Participants: 10

Target Audience: 6th graders

Goal of Activity: To orally count from 1 to 10 in Japanese.

Purpose of Script: To demonstrate the mnemonic to aid students' memorization and recall of Japanese.

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: Sixth grade children who can count 1 to 10 in English and also use a computer mouse.

Setting: Classroom with computers and the software Authorware

Media: Computer and a Japanese instructor

Process:

1. A Japanese instructor will say to students, "Today, you will study how to count from 1 to 10 in Japanese."
2. The Japanese instructor will ask students to double click the program called "counting" on the desktop.
3. The students will watch the animation which shows the images stimulated by English sounds close to each counting word of Japanese (See the details in the below table).

Number	Japanese word	Similar English sound	Animated image
1	Ichi	Itchy	A boy scratches his arm.
2	Ni	Knee	The boy shows his knees.
3	San	Sun	Three suns rise and set.

Number	Japanese word	Similar English sound	Animated image
4	Shi	See	Four eye balls are moving at dark.
5	Go	Go	Five dogs suddenly run out of the darkness.

Strategy Assessment:

After students become confident orally counting from 1 to 5 in Japanese, the instructor will ask the students to work in groups to remember the Japanese counting words (6 to 10) by using the sound images. In 10 to 15 minutes, ask each group to orally count from 6 to 10 and to tell other students how they remember the words.

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References:

West, C. K., Farmer, J., & Wolf, P. (1991). *Instructional Design: Implications from Cognitive Science*. Englewood Cliffs, NJ: Prentice Hall.