

## Example of an Elementary ALT's Timetable

8:00	Expected arrival at school	For teachers students and some ALTS
8:05 – 8:10	Teachers' morning meeting	This does not always happen everyday. You may or may not be expected to attend.
8:20 – 8:30	Morning homeroom	One-shots often arrive during morning homeroom or first period. Often this time is used to discuss the lessons for the day with the Japanese teachers.
8:30 – 9:15	<b>1<sup>st</sup> period</b>	Class
9:20 – 10:05	<b>2<sup>nd</sup> period</b>	Class
10:05 – 10:25	20 minute recess	ALT can either play with the students or go back to the staff room to discuss lessons with the teachers.
10:25 – 11:10	<b>3<sup>rd</sup> period</b>	Class
11:15 – 12:00	<b>4<sup>th</sup> period</b>	Class
12:00 – 12:40	School lunch	This includes time for set up, distributing the lunch, brushing teeth and clean up. Most ALTs eat lunch with the students. This is often the provided "Kyushoku" which is usually a typical Japanese-style meal.
12:40 – 1:25	Lunch recess	ALTs can either spend this time in the staff room, or playing with the students in the gym or outside.
1:25 – 1:40	Cleaning	Schools may also have special activities to challenge students in this block
1:45 – 2:30	<b>5<sup>th</sup> period</b>	Class
2:30 – 2:40	Afternoon homeroom	
2:40 – 3:25	<b>6<sup>th</sup> period</b>	Sometimes this class does not happen, especially for the younger children
3:25 – 4:40	Preparation time	Teachers use this time in different ways
4:50	The end of the school day	

# Games and Warm ups For Elementary School

## **Pictionary \***

Divide the class into 3-6 teams (depending on numbers of students). The first student in each team goes outside the classroom. The teacher tells them a word in English. The students then go back inside and stand at the blackboard. They draw images to depict the word the teacher told them. The first student to guess correctly what the word is in English gets one point.

## **Group Number Game**

This game can be played two ways. First way is for students who have learnt verbs. The teacher calls out walk and the students walk around the classroom. The teacher keeps calling out verbs until they call out a number. Then students get into groups of that number and the leftover students are out. The second way is for students to run around the classroom while music plays. When the music stops the teacher calls out the number.

## **Simon Says \***

This game is good for getting everyone out of their seats and moving. The whole class stands up while you are at the front. The teacher calls out actions for example: "Simon says touch your head", and the students will touch their heads. If the teacher does not say "Simon says" then the students must not do the action. Students who do the action when the teacher has not said Simon says are out. Also students who do the wrong action are out. It is good for simple verbs like sit down, run or clap. You can also use this when teaching direction words like go right, go left, go back, forward and so on. Your list of commands can run out quickly and it gets increasingly more difficult to get the kids out so I would come to class armed with a long list. Whacky stuff is good too. I once made the older kids write I, heart mark and my name in their notebooks.

## **Fruit/Animal Basket**

Each student has a vocabulary card. The students sit on chairs in a circle with one student standing in the middle. The students

will call out "what fruit/animal do you like?". The student in the middle will call out a vocabulary word and all the students with that card will need to change seats. The person who is left without a seat stands in the middle. When the student calls out "fruit basket", or "zoo" all the students need to change places.

## **TPR\***

Total Physical Response (TPR) is founded on the idea that humans have the biological capacity to learn any language. Young children do not learn their native language thorough memorizing long lists of words and grammar. Early language learning for infants is accompanied by watching and responding to physical responses such as turning, walking, reaching, looking, smiling, laughing etc. TPR seeks to reproduce natural human learning mechanisms to acquire a second language. Using TPR in the classroom often involves pairing the target language lesson with physical responses. The advantages of TPR include a low stress learning environment, rapid understanding and long-term retention of the new language. TPR is used for many age groups. It is an excellent teaching method for active children who have a kinetic approach to learning.

**What time is it, Mr. Wolf:** a great way for teaching kids the time. It needs to be played in a gym.

After practicing "What time is it?" and the responses like "one o'clock, two o'clock", have students line up against one wall or on a line. Then one student is selected to be Mr. Wolf, and stands in the middle of the gym. The students ask, "What time is it Mr. Wolf?", and the student who is Mr. Wolf chooses anywhere between 1 and 12 o'clock. The rest of the students take the corresponding number of steps (if it's 5 o'clock, they take 5 steps). When Mr. Wolf thinks they've come close enough, the response to the question becomes "It's dinner time!", and he tries to tag another student as they run back to the wall they came from. The student tagged becomes the next Mr. Wolf.

**Sumo Game:** A game to practice any vocabulary.

Students are broken into two teams. One student from each team is selected to be the sumo wrestler. The two selected students have a picture of whatever target English you're using taped to their back. They aren't allowed to see their picture or the opposing team's picture. The rest of the students form a circle to make the sumo ring. These students aren't allowed to tell the wrestlers their cards, or their team loses the round! The two sumo wrestlers then face off in the ring by trying to get a look at the other person's card. The first person to see and name what the other player has taped to his back is the winner of the round, and then new students are selected.

### **Head, shoulders, knees and toes:\***

This is more of a song than a game really. If you don't know the melody it would be very useful trying to get the song from a school that you go to or a fellow ALT. The words are as follows:

*Head, shoulders, knees and toes (Knees and toes )*

*(repeat twice)*

*eyes and ears and mouth and nose*

*head, shoulders, knees and toes (knees and toes)*

As you sing each of the body parts you touch the corresponding area. On the second time around you can tell the kids to say everything except for head. Then on the third time around you can tell them to touch everything except for head and shoulders. This continues until you only say *eyes and ears and mouth and nose*, while the final rendition includes everything. You can also vary speeds and loudness in your voice to mix things up.

**Alphabet Body Game:** A great way to get the kids physically involved in learning and remembering the alphabet. Divide the students into small groups. Each team has an area on the floor (this activity is best performed in the gym or another large, empty room). The ALT then calls out letters of the alphabet, or holds up an alphabet sign, depending on the student's level.

The student groups then try to make the letter on the floor using their bodies.

**Karuta:** This is a game the students will already know well, but may be new to you. Karuta usually involves players gathered around a layout of cards, and a caller (this will be you, of course). When the caller gives information on a card, the first person to slap the correct card gets to take it. The person with the most cards at the end wins.

There are lots of ways to use Karuta in the classroom. It can be used to teach nearly any target English. You can make small cards for the students to use in pairs or small groups. You can also make giant Karuta cards for the blackboard, and teams have to come up and smack the appropriate card from there (using something like a flyswatter that won't hurt the board is also a good idea in this case), or have large cards lined up on the floor at one end of the classroom that students need to dash for. The variations are endless, and kids always get the rules quickly and enjoy the game.

**Janken:** Known to many as "rock, paper, scissors", janken is a game the students use all the time. A good start is to teach this game to the kids in English. Then, you can use it in English for pretty much anything! Use janken in games where kids need to find out information from each other, or take parts in a dialog. Anything goes with this one!

There are lots of variations on this classic, too. There's janken with the teacher, where the whole class faces off against you to see who is the janken master, usually used with whatever the target English is. Super Mega Janken involves students going down a line, usually involving large flashcards of whatever the target English is. A student starts at each end, and they name the card they're in front of. Where the students meet at the same card, they janken to see who gets to keep going. Students have to try to finish the whole line of vocabulary words, but it's hard to always win janken, so it's not as easy as it sounds! Gu Pa is a variation that just uses the rock and paper part of janken, and is great for getting students into two teams. These are just a few ideas, but becoming a Janken Master will always help you out in a pinch!

## Questions You Might Get asked by Elementary School Students

(and yes these are all questions that have been asked at some point in time)

What is your favorite (food color body-part celebrity song word drink animal game brand sport sushi beer)?

What do you dislike? see above

How tall are you?

How much do you weigh?

Are you married/do you have a girlfriend/boyfriend?

How old are you?

What country do you like?

Which country do you like better your home country or Japan?

How do you say \_\_\_\_\_ in English?

What's your blood type?

Is your hair dyed/permed?

What's your favorite place in Japan?

What countries have you been to other than your home country and Japan?

Do you like \_\_\_\_\_ (this can be anything from milk to something really disgusting)?

Why did you come to Japan?

What color are your eyes?

Are you a monster?

Can you use chopsticks?

What did you find surprising about Japan?

What do you think of Japanese people?

How long does it take to get to Japan from your home country?

What is your shoe size?

Have you ever eaten monkey?

What do you think of Korea?

Do people in your home country eat rice?

Do you eat bread everyday?

Do you like Japanese women/men?

Are you black or white?

Have you ever ridden in a Helicopter?

Has your dad ever shot anyone?

Have you ever seen a ghost?

What are your three sizes (for girls)? This refers to bust, waist and hip measurements.

How big are you (for guys)?

Can you eat natto/wasabi?

Do you have a gun/ how many guns do you own?

## Websites for Lesson Ideas

<http://www.geocities.com/Tokyo/Courtyard/3043/>

-a website that features games for junior high, which can be adjusted to elementary

<http://www.gameskidsplay.net/>

-a site that is good for fun stuff, can be useful for preschool or elementary

<http://teachingactivities.pbwiki.com/>

-great site for all levels of students

[http://www.esljunction.com/esl\\_games/index.html](http://www.esljunction.com/esl_games/index.html)

-has some good ideas for games

[www.genkienglish.com](http://www.genkienglish.com)

- the bible of many English teachers. Many resources and pre-written lesson plans as well as ideas and help for writing lesson plans

[www.eslcafe.com](http://www.eslcafe.com)

- Good place to discuss lesson ideas and get help

[www.englishrescue.com](http://www.englishrescue.com)

- Great site for pre-made resources. Definitely check this one out

[www.onestopenglish.com](http://www.onestopenglish.com)

- Need to sign up to get the full use out of this website but we have been told it's useful.

[www.mes-english.com](http://www.mes-english.com)

-download and print resources

[www.eslhq.com](http://www.eslhq.com)

-Worksheets and resources. Also has a handy make your own worksheets section.

<http://fog.ccsf.cc.ca.us/~lfried/>

- Some interesting online activities

<http://a4esl.org/>

- some good online quizzes and games

<http://www.esl-galaxy.com/>

- Useful resources worksheets etc. note: scroll past the google ads with this one, it looks a little confusing.

<http://www.jamesabela.co.uk/>

- more aimed at adult learners but some useful content

[www.english-to-go.com](http://www.english-to-go.com)

- Another website you need to sign up for but seems like it might be worthwhile

[www.englishlearner.com](http://www.englishlearner.com)

-A bunch of useful games and resources

[www.havefunteaching.com](http://www.havefunteaching.com)

-A really nice well organized website with a bunch of useful stuff

<http://www.bbc.co.uk/schools/wordsandpictures/index.shtml>

-good phonics site, click on the menu at the left

<http://www.donpotter.net/ed.htm>

-a good source of information about phonics, but a bit difficult to navigate, contains many hyperlinks

<http://www.armoredpenguin.com>

-a good site for creating your own wordsearches and other word games

<http://www.grammarmancomic.com/>

-Grammar man to the rescue! A great comic that might be a little difficult for younger learners but upper grade will love it and there are blank comics you can print off so students can make up their own stories.

<http://www.ego4u.com/en/chill-out/games/vocabulary-game>

-a good board game for strengthening vocabulary