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A resource kit for teaching NUMBERS in Japanese

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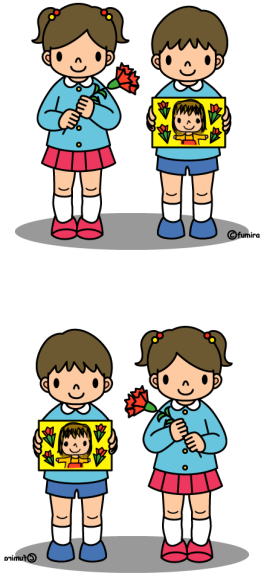

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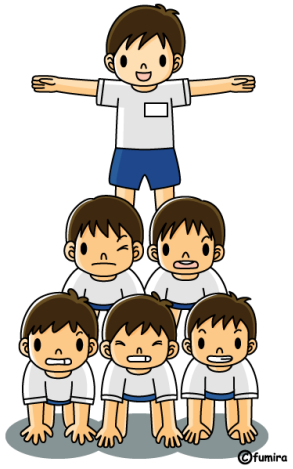
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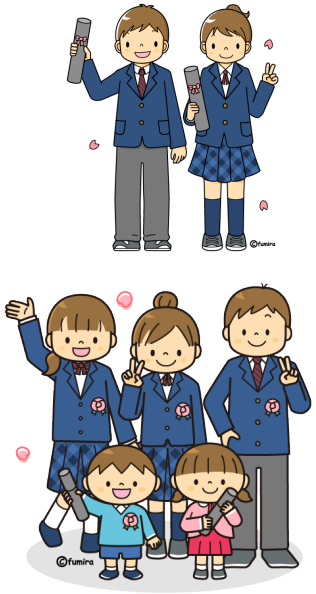
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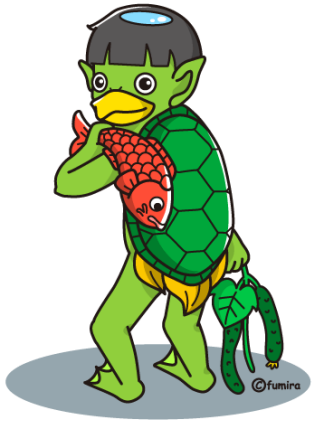
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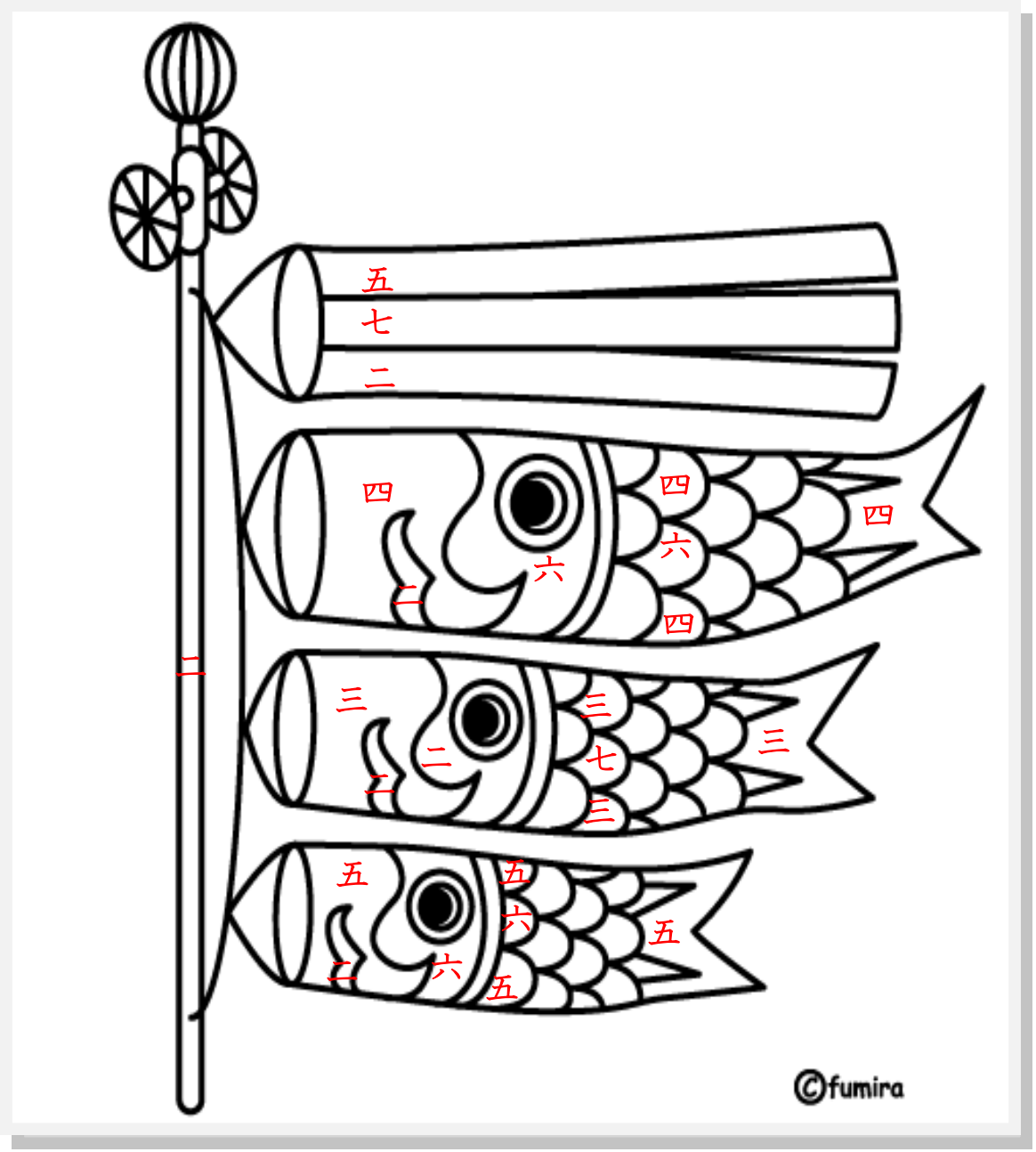

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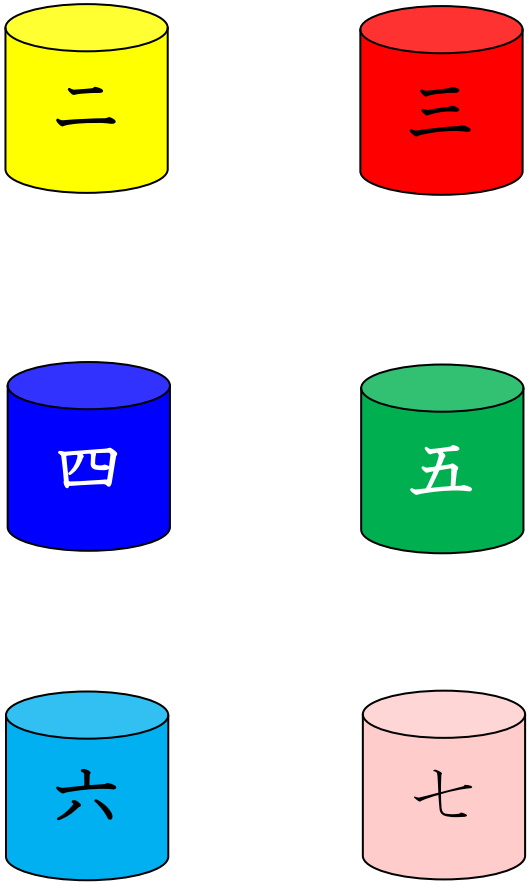

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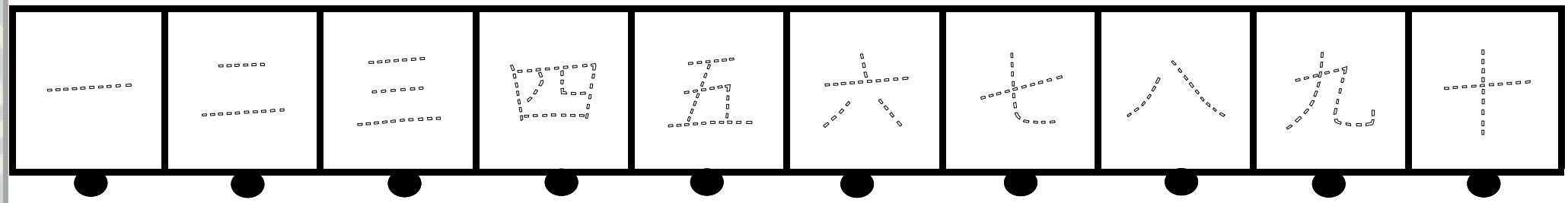

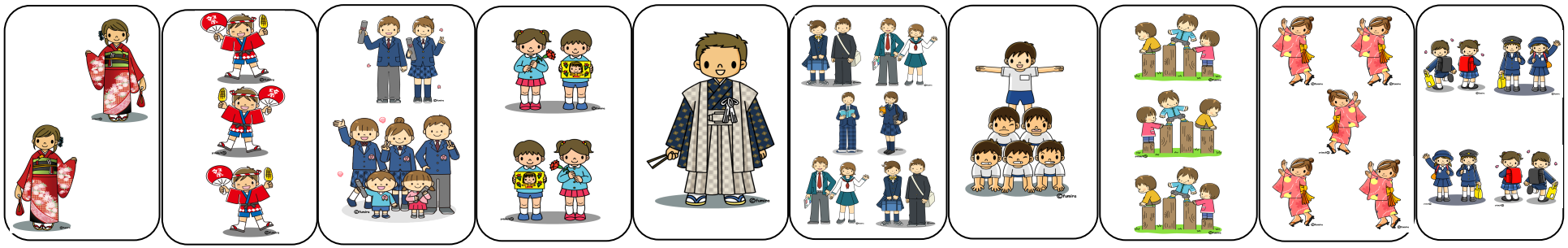

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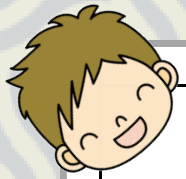

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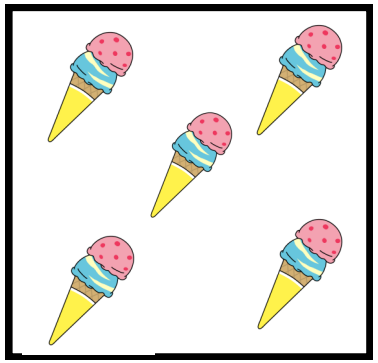

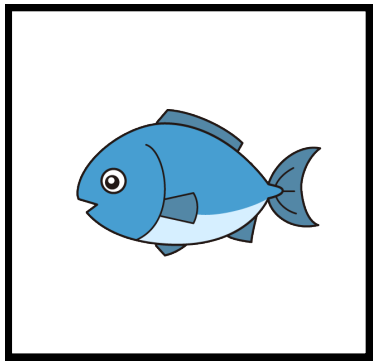

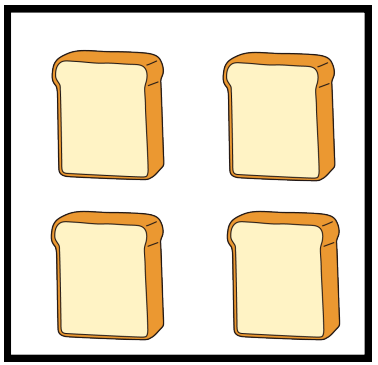

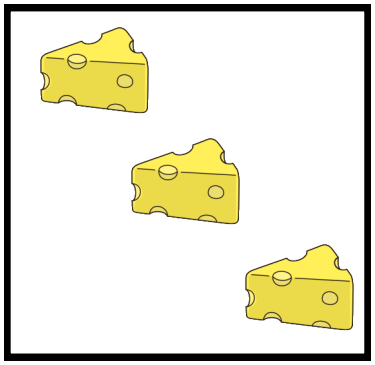

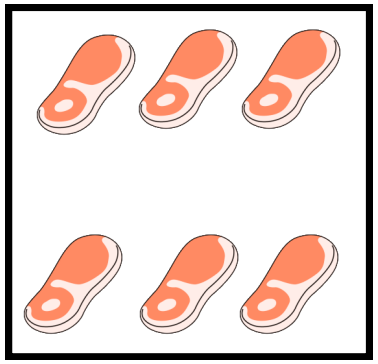

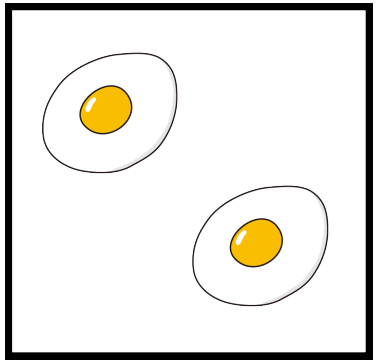

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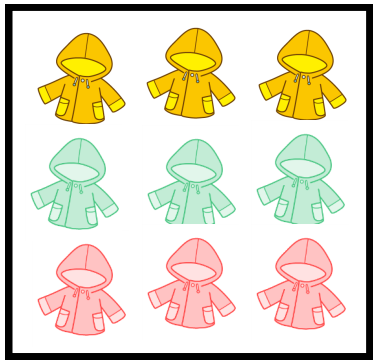

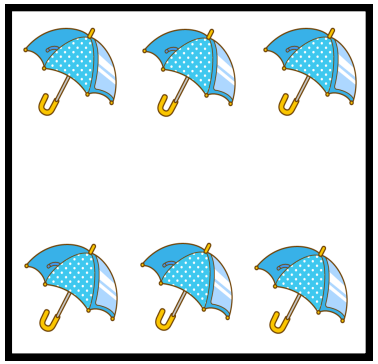

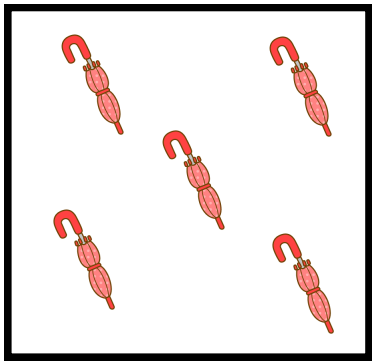

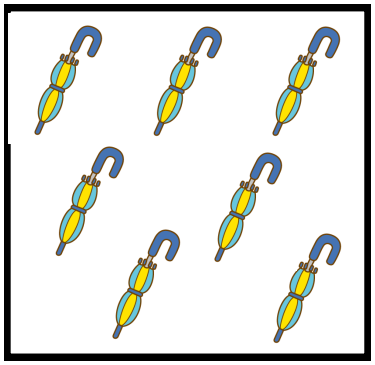

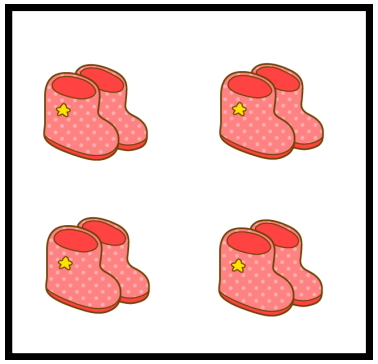

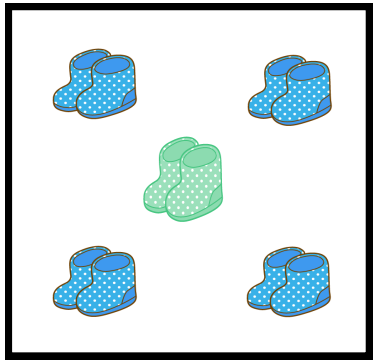

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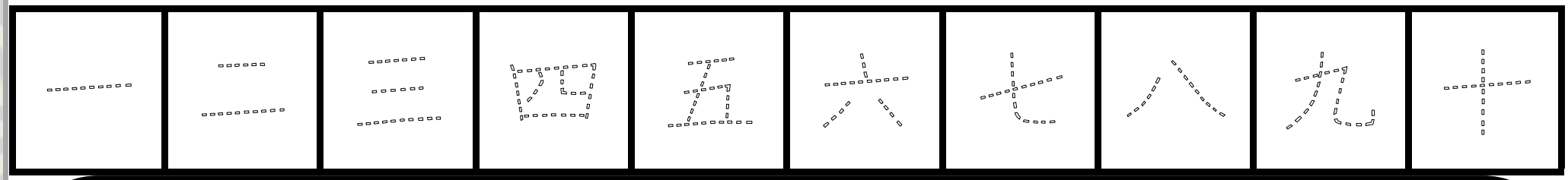

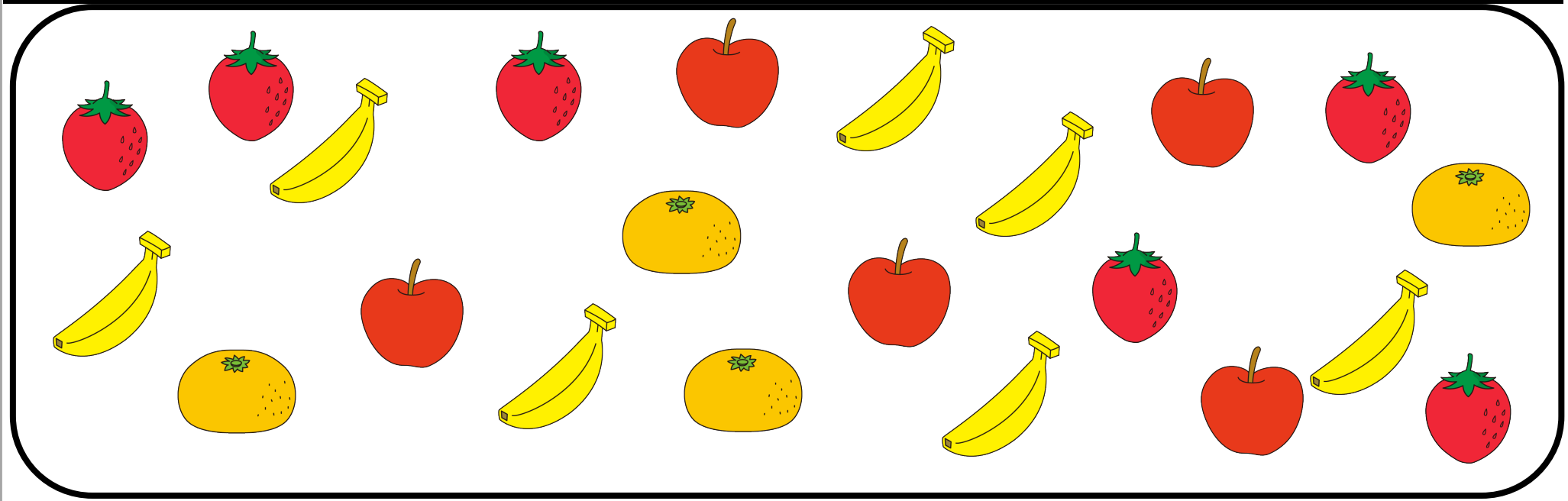

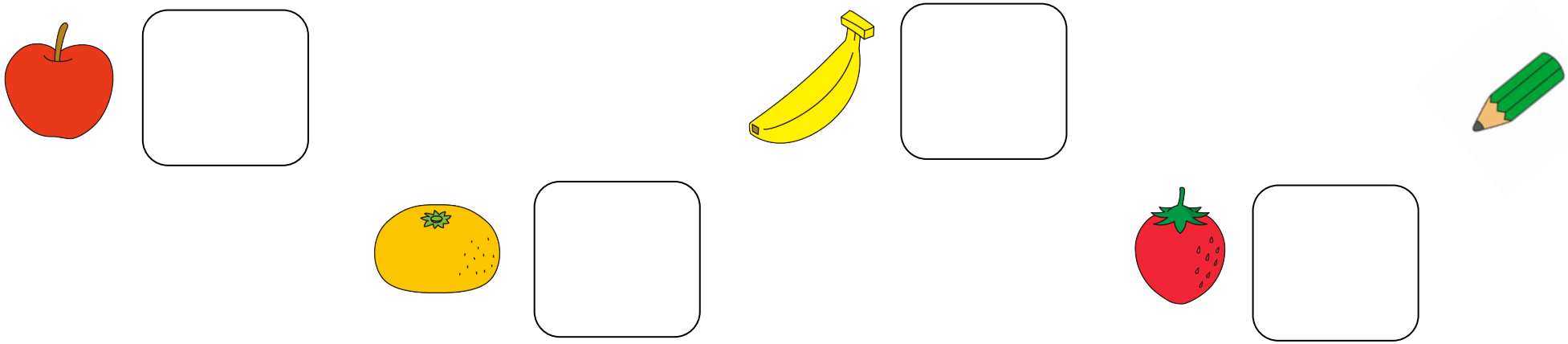

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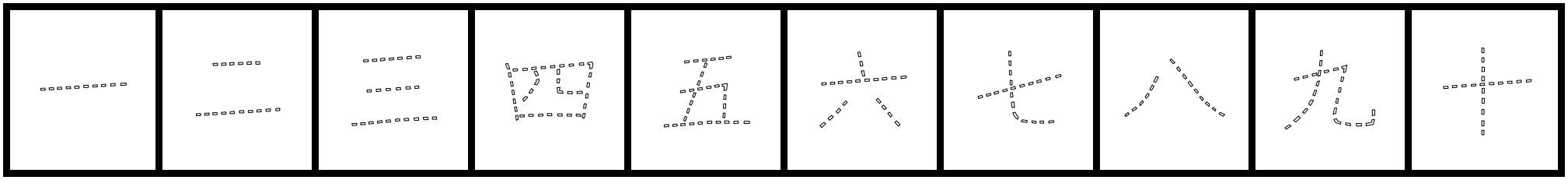

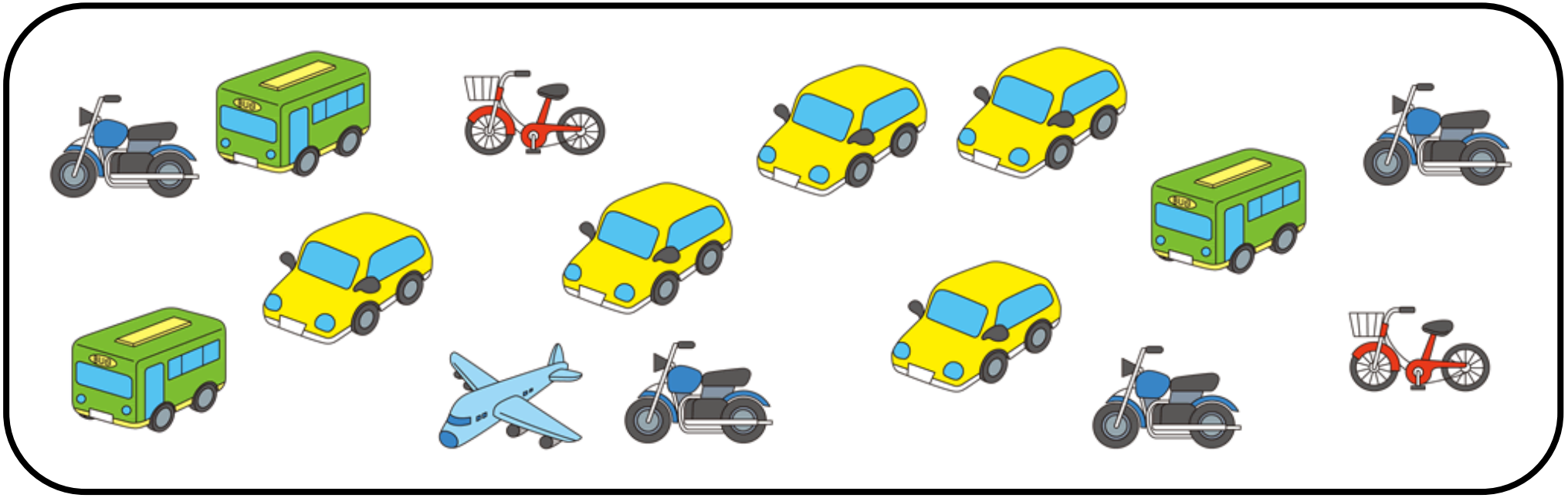

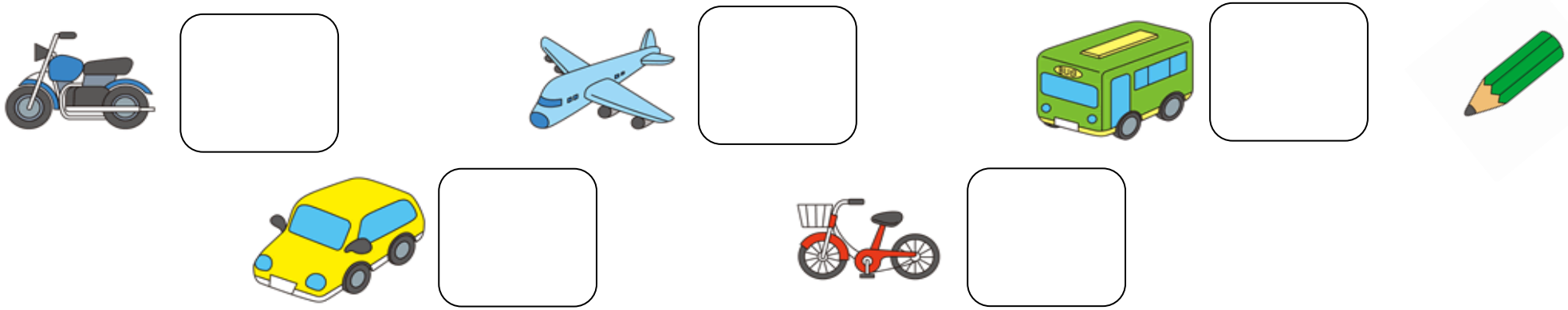

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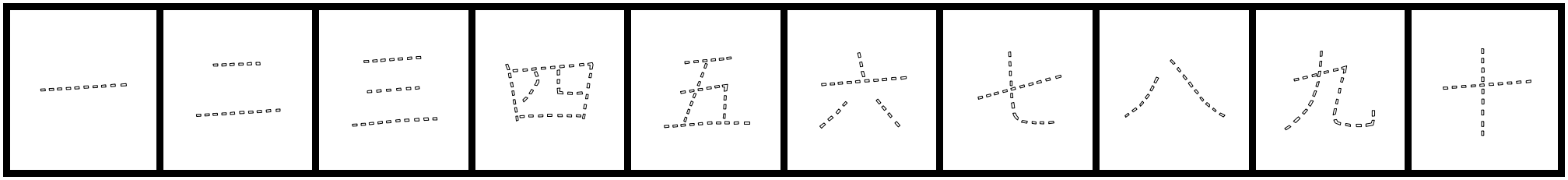

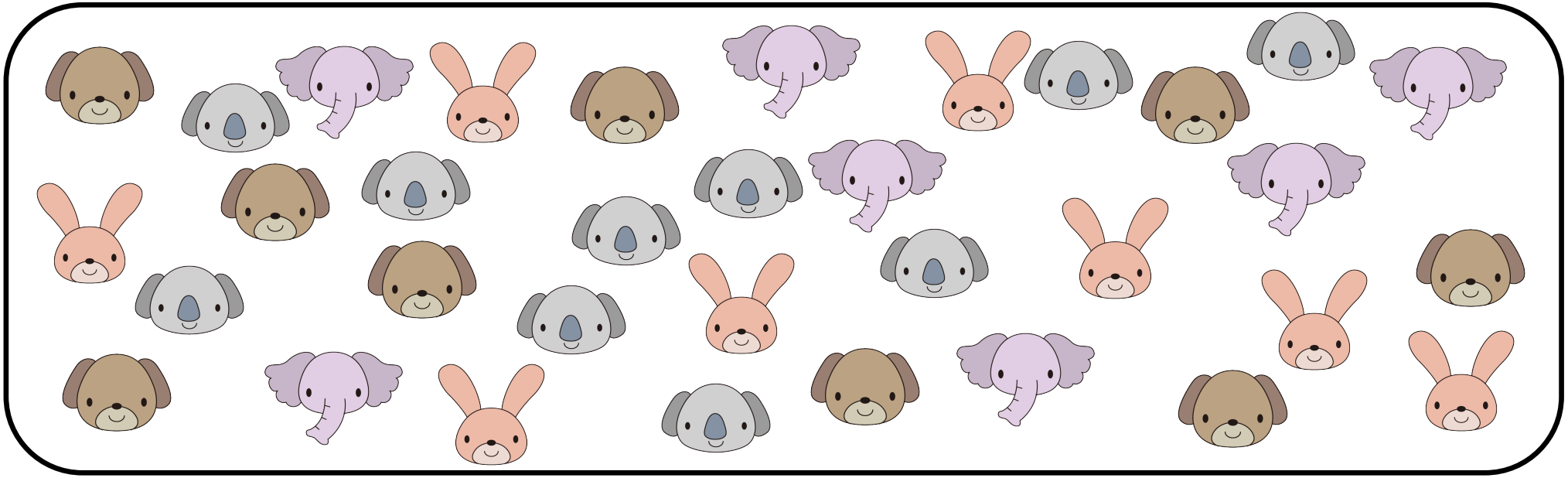

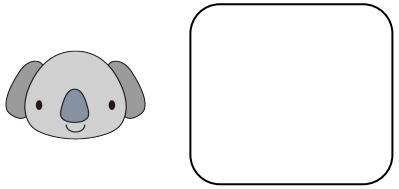

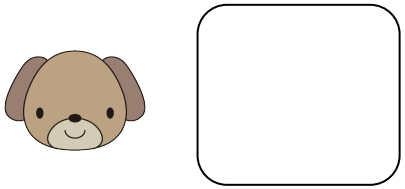

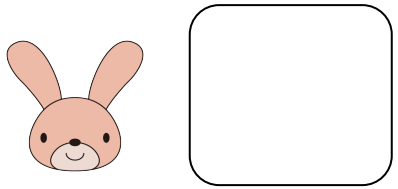

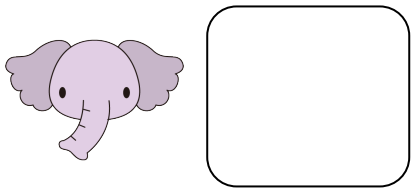

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Score sheet
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Score sheet
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Score sheet
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すごろく！

You will need:

- Copies of game board (enlarged to A3 recommended)
- Dice
- Counters
- Score sheets

How to play:

- Players place their counters on any child/animal on the board
- JANKENPON to see who goes first
- Roll dice., check number and move that many spaces around the board in either direction.
- Check number in circle below child/animal. Colour matching number on score sheet.

How to win!

The first player to colour in all 10 numbers on score sheet is the winner.

If time is limited, teacher can nominate how many numbers need to be coloured in on the score sheet to finish the game.

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どっちが大きい？

You will need:

A set of number cards per pair of students (kanji, picture and numeral cards can be used together to make a set of 30 cards)

How to play:

- Each player gets 15 cards (placed in front of them, face down in pile)
- Players both turn over the top card in their pile at the same time.
- Students check to see who has the card with the biggest value. That player keeps the 2 cards played that round.
- Play continues. If students turn over cards of equal value, neither student collects them and they become a bonus in the next round.

How to win!

When students have played 15 rounds, the player with the most cards collected is the winner.

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おりひめゲーム！

You will need:

- A set of number cards per group of students (kanji, picture and numeral cards can be used together to make a set of 30 cards)
- A set of ORHIME, ONI and KAPPA 'wild' cards per group

How to play:

- Shuffle all cards together and place face down in the middle of the group (3–4 students).
- Players take turns to turn over the top card. The player must state the number in Japanese.
- If correct, they may keep the card. Other students act as judge.
- If incorrect, the card is placed face up, in a new 'discard' pile.
- Play continues until a 'wild' card is turned over. ORIHIME entitles the player to collect all cards from the discard pile. ONI means the player must put all their collected cards in the discard pile. KAPPA means all player must pass their collected cards to the next player in a clockwise. direction.

How to win!

When all cards in the main pile are turned over, the player with the most in their collection is the winner.

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ドミノ！

You will need:

- one set of domino cards per pair of students (copied, laminated and cut)

How to play:

- Students play as a team, working together.
- When teacher calls START, the pair work together to try to make a single long line of domino cards. (It does not matter which domino is placed first)
- When pair finishes, they quickly put their hands on their heads to indicate they are ready to have their line checked by the teacher.
- Other teams keep playing to make their line.

How to win:

The first pair to accurately make a long line win.s (However, all pairs can be recognised for making accurate lines too.)

Alternative:

Stop watches could be used to see how quickly individuals can make a line. Students could challenge themselves to better their own time.

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