

にほんご  
です よ!



# Japanese Blackline Masters

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## ABOUT THE ACTIVITIES

にほんご です よ！ Blackline Masters have been designed to support わたしはにほんごが だいすきです！ Kindergarten - Year 6 Japanese program. Due to the user friendly nature of these Blackline Masters, they can also be implemented on their own or with your school's existing LOTE program.

There are **25** Blackline Masters per year level. For Kindergarten to Year 6 that is a total of **175** Blackline Master activities.

The activities comprise a variety of themes, and aim to consolidate and extend the children's knowledge of Japanese.

Children with little or no background in Japanese will find these Blackline Masters easy to understand and follow.

These activities are designed to be stimulating, challenging and fun. Class discussion is encouraged, as is peer support and group work.

The language teacher is encouraged to expand on the concepts being covered in each Blackline Master to consolidate the desired learning outcomes.

These Blackline Masters can be used as revision or extension activities.

Integrate and develop cultural activities where possible, when implementing these Blackline Masters. Cultural development can be achieved at any stage or year level, when learning a language.

Encourage children to read all their work aloud in Japanese and to share it with others. Praise and give tangible rewards like stickers and stamps whenever possible.

As progress is important, be guided by your learner's level and rearrange the order of the Blackline Masters to provide optimum learning. For example, you may choose a Year 3 Blackline Master activity for your Year 5 student because of his/her ability.

I wish you continued success in LOTE and hope you enjoy using にほんご です よ！



## BLACKLINE MASTERS FROM KINDERGARTEN - YEAR 2

AT A GLANCE	KINDERGARTEN	YEAR 1	YEAR 2
<ul style="list-style-type: none"> <li>➤ The following two charts are an overview of all the Blackline Masters from Kindergarten to Year 6.</li> <li>➤ The activities have a progression of vocabulary from one year level to the next.</li> <li>➤ The same theme was not always used for each year level.</li> <li>➤ Teachers are encouraged to lead up to, and then follow up each Blackline Master activity. This will allow the children to learn the language being presented in context.</li> <li>➤ As children learn best with peers, encourage them to work in pairs or small groups. This should help develop confidence and language acquisition.</li> </ul>	PERSONAL DETAILS GREETINGS NUMBERS TO FIVE NUMBERS TO FIVE DAYS OF THE WEEK COLOURS MY FACE CLOTHES WEATHER MY TEACHER CLASSROOM WORDS SHAPES BIG AND SMALL DOGS FRUIT AND VEGETABLES MY PARENTS MY HOME ANIMALS BIRD MAZE MAKING A CAR TRANSPORT THE FARM MAKING A KITE WORD BUILDER CHRISTMAS PUPPETS CHRISTMAS CARD	PERSONAL DETAILS HOW DO YOU FEEL? NUMBER GAME TEN LITTLE FRIENDS THE CLOCK A NIGHT MOBILE DAYS OF THE WEEK COLOUR MEMORY GAME A COLOURFUL FLOWER THE HEAD BODY PARTS CLOTHES WEATHER FINDING CLASSROOM OBJECTS SHAPES FOOD MY FAMILY HOMES A HOME SCENE HEALTH MAKING A TEDDY BEAR ANIMALS SENTENCE CONSTRUCTION SANTA CLAUS CHRISTMAS CARD	PERSONAL DETAILS GREETINGS NUMBER GAME NUMBERS TO TWENTY ORDINAL NUMBERS TIME THE FIVE SENSES ACTIONS DAYS OF THE WEEK COLOURING THE FARM COLOUR CHAIN CLOTHES CLASSROOM WORDS BIG AND SMALL FOOD WORD SEARCH KITCHEN UTENSILS FAMILY MEMBERS THE HOUSE WHICH ANIMAL AM I? MAKING A MOUSE TRANSPORT WORD PUZZLES YES OR NO SENTENCE CONSTRUCTION CHRISTMAS WINDMILL CHRISTMAS CARD

## BLACKLINE MASTERS FROM YEAR 3 - YEAR 6

YEAR 3	YEAR 4	YEAR 5	YEAR 6
PERSONAL DETAILS GREETINGS NUMBER GAME - THE MOUNTAIN CLASSROOM PICTURES TIME OF DAY THE FIVE SENSES DAYS OF THE WEEK COLOUR WORD SEARCH BODY PARTS MATCHING CLOTHES THE WEATHER SHAPES AND COLOURS BIG OR SMALL FOOD DIE FAMILY A HOUSE BEING UNWELL ANIMALS TRANSPORT WORD SEARCH THE COUNTRY INSTRUCTIONS NAMES SENTENCE CONSTRUCTION SANTA'S HOME CHRISTMAS CARD	PERSONAL DETAILS GREETINGS NUMBER GAME - STEPPING STONES COUNTING IN JAPANESE TIME DAYS OF THE WEEK MONTHS OF THE YEAR COLOURS BODY PARTS THINGS WE DO AT SCHOOL CLASSROOM WORD SEARCH LONG AND SHORT TALL AND SHORT A CAKE RECIPE THE FAMILY INTERVIEWING A FRIEND KITCHEN UTENSILS COMPLETING SENTENCES SEQUENCING EVENTS YES OR NO INSTRUCTIONS WORD BUILDER DEFINITE ARTICLES CHRISTMAS PUPPETS CHRISTMAS CARD	PERSONAL DETAILS HOW DO YOU FEEL? NUMBER GAME-THE ULTIMATE RACE NUMBER WORD SEARCH ORDINAL NUMBERS TIME MONTHS OF THE YEAR COLOURS CLOTHES AND BODY PARTS LENGTHS LIGHT AND HEAVY GOING SHOPPING THE FAMILY DREAM HOME SETTING THE TABLE ANIMAL DIE DIFFERENT PLACES OUR ENVIRONMENT WORD SEARCH DEFINITE ARTICLES SINGULAR AND PLURAL THERE IS / THERE ARE INSTRUCTIONS COMPREHENSION CHRISTMAS SCENE CHRISTMAS CARD	PERSONAL DETAILS GREETINGS NUMBER GAME - THE TORNADO MULTIPLYING IN JAPANESE TIME DAYS OF THE WEEK MONTHS OF THE YEAR SEASONS COLOURS BODY PARTS THINGS I LIKE TO DO CLOTHES SHAPES LENGTH AND WEIGHT FOODS I LIKE THE BEACH SCENE OUR ENVIRONMENT SINGULAR AND PLURAL QUESTIONS AND ANSWERS THE VERB 'TO HAVE' PREPOSITIONS CREATING A WORD SEARCH PHRASE POOL 3D REINDEER CHRISTMAS CARD

## FOOD

1. Read each Japanese word to a friend and discuss what foods they are.
2. Write each food in the correct box to match the picture.
3. Share your finished work with a friend.

チキン chikin

ビスケットbisuketto

ぎゅうにく gyuuniku

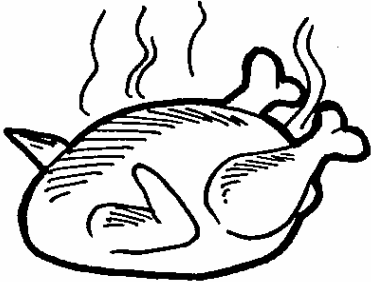
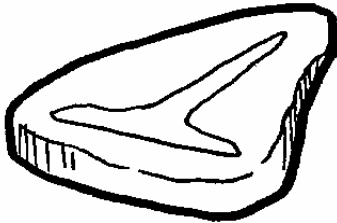
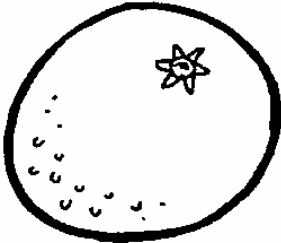
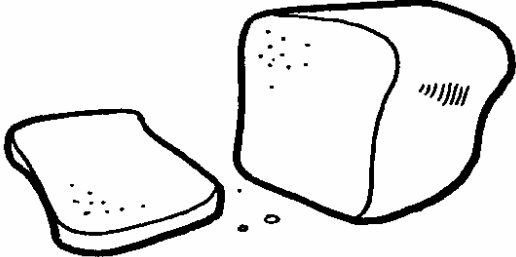
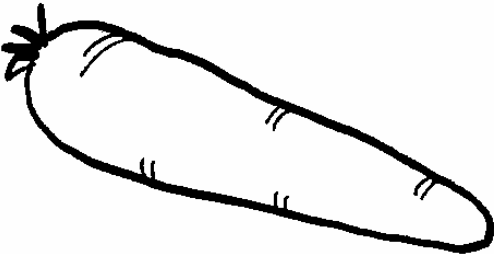

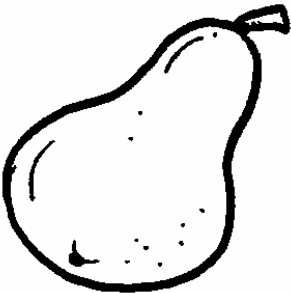

トマト tomato

オレンジ orenji

にんじん ninjin

パン pan

なし nashi

 <p>_____</p>	 <p>_____</p>
 <p>_____</p>	 <p>_____</p>
 <p>_____</p>	 <p>_____</p>
 <p>_____</p>	 <p>_____</p>

## MAKING A MOUSE

1. Find out what a mouse is called in Japanese.
2. Colour in each piece of the mouse.
3. Cut out the pieces and construct your mouse on the next page with paste.
4. Label all the parts of the mouse in Japanese.

あたま atama

みみ mimi

はな hana

まえあし mae ashi

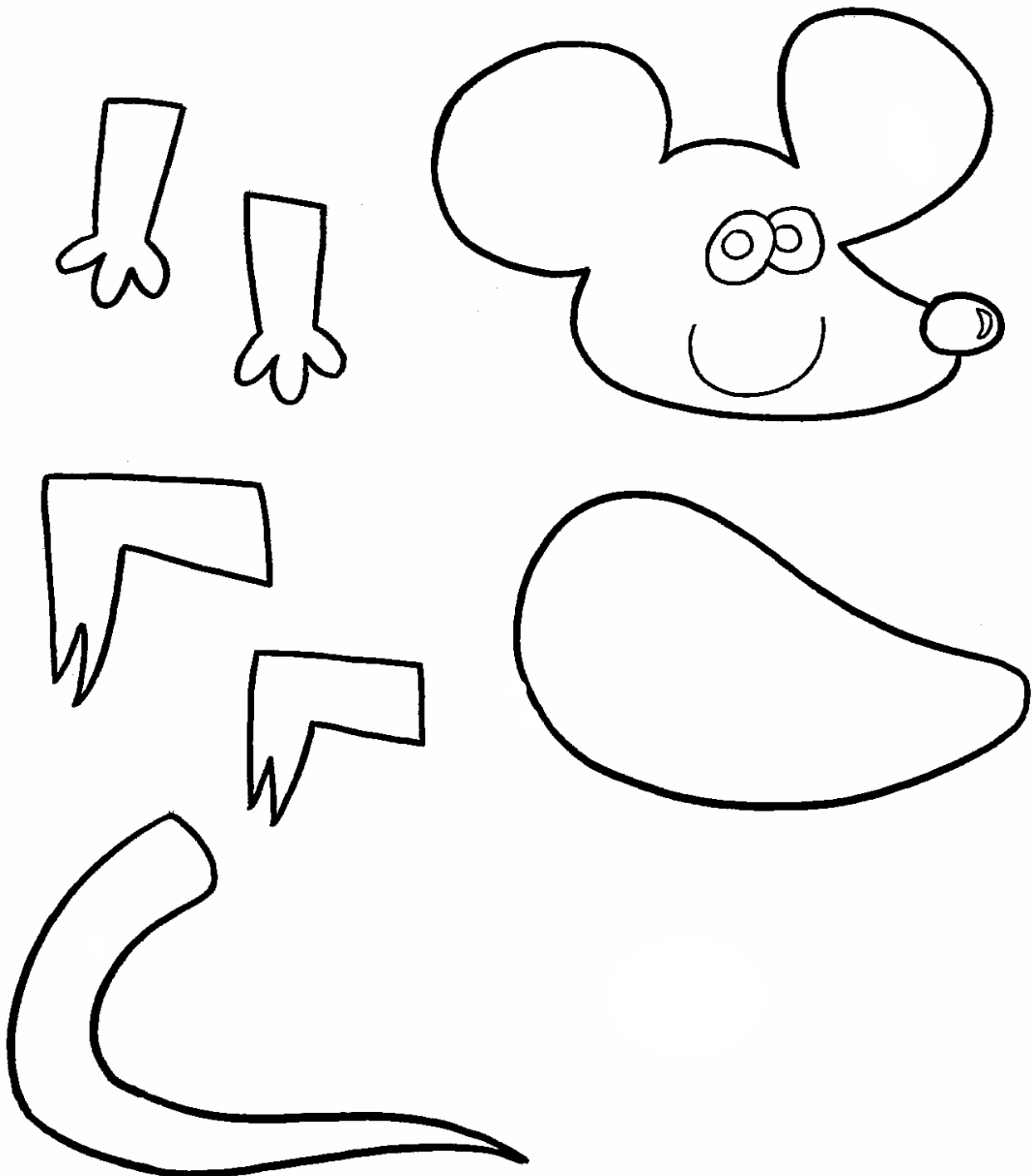
どう doo

くび kubi

め me

うしろあし ushiro ashi

ねずみ nezumi



## KITCHEN UTENSILS



1. Search for the Romanised Japanese kitchen utensil words in the word search, then write them next to the English and Japanese words.
2. Draw a small picture beside each Japanese word.
3. Read your Japanese work to a friend.

A	B	S	A	R	A	C	D	E	F
F	G	H	I	J	K	I	M	N	O
C	H	A	W	A	N	O	P	R	O
R	S	G	U	R	A	S	U	T	K
K	U	A	E	I	O	U	T	A	U
A	B	C	D	E	F	G	E	D	H
P	I	J	B	K	I	M	E	A	N
P	O	P	I	R	S	T	P	I	U
U	A	E	N	I	O	U	U	D	A
B	C	D	E	F	G	H	R	O	I
S	U	P	U	U	N	J	U	K	K
I	M	N	O	P	R	S	T	O	U
A	E	N	A	I	F	U	I	R	O
U	A	B	C	D	E	F	G	O	H
I	J	K	I	M	N	O	P	R	S

**ENGLISH / JAPANESE / PICTURE****ENGLISH / JAPANESE / PICTURE**

PLATE さら \_\_\_\_\_

FORK フォーク \_\_\_\_\_

BOWL ちゃわん \_\_\_\_\_

KNIFE ナイフ \_\_\_\_\_

GLASS グラス \_\_\_\_\_

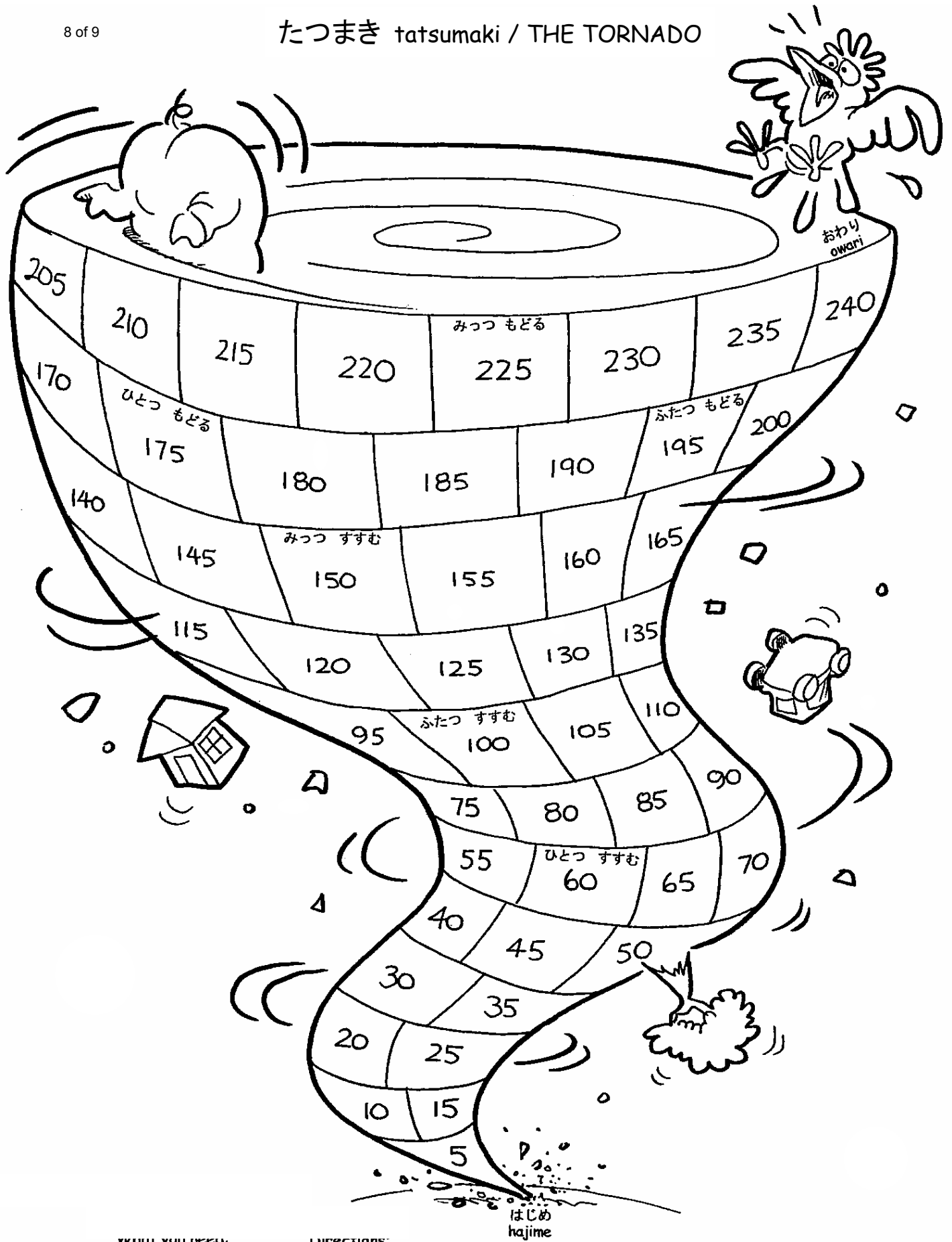
SPOON スプーン \_\_\_\_\_

CUP カップ \_\_\_\_\_

BOTTLE びん \_\_\_\_\_

KITCHEN だいどころ \_\_\_\_\_

TABLE テーブル \_\_\_\_\_



What you need:

- What you need:
- 2-4 players
- counters
- a Japanese die

Directions:

Directions:

- . One child at a time rolls the die and says the number in Japanese.
- . The child makes his/her way out of the tornado.
- . The next child has a go.
- . The first child to make it out of the tornado wins.
- . The players may need to go backwards or forwards.



