**Pokémon Go: Where is the Pokémon?**

**Class time needed for lesson:** 45 minutes

**Class size taught:** 34 students

**Target audience:** 6th grade elementary school students.

**Objective:**

* This activity gives students a lot of speaking practice in asking and giving directions.
* This activity also aims to help students’ listening skills as they have to listen to the directions to get to the target area to find the Pokémon.

目的：道案内について聞き取る力と答える力を高める

**Materials**: Building Flashcards (14 cards), Pokémon pieces (about 16), ONE map maze print out (see Hi, Friends! data), Pokémon Go! Worksheet and small building cards (see Hi, Friends textbook)

**Procedure:**
Preparation **before** the game.

What I would suggest is to use the “Map Maze” as a blue print (or answer key). Fill out exactly what buildings will go where and assign Pokémon to those buildings on the print out.

Place Pokémon pieces on the back of the building cards (about 16). You can even put 2 on the back of the cards.

By using the desks, turn the classroom into a maze that matches the printout. This can be done before the start of the class as it saves time for fun and excitement!

**Rules of the Game**

1. Tell students to make a group (or to get into their lunch groups).
2. Pairs will solely depend on the size of your classroom. In this scenario, there were 6 groups of 6 students.
3. Have each group make three pairs; (PAIR1, PAIR2 and PAIR3)
4. After making groups, the JTE/ALT will choose a starting point in the classroom maze for each group. **For example:** Group 1 will be assigned to the station.
5. Each group puts a pile of building cards (faced down) on the desk close to the assigned starting point.

**Playing the game**

* PAIR1 goes first with the Pokémon worksheet. Please use 1 worksheet per group. PAIR2 of each group pick up a small card from the pile. (They cannot show or say the building name to PAIR1)
* PAIR1 Asks: ***“Where is the Pokémon?”***PAIR 2 gives the directions. PAIR3 may assist PAIR2 if they are having trouble with giving the directions. PAIR1 follow the directions given.
* Since space is limited in the classroom only the 1st pair from groups 1 - 3 go first.
* The rest of groups (groups 3, 4 & 5) look on, to check for mistakes in directions and also check for cheating.
* When PAIR1 arrives at the place. PAIR2 and PAIR3 say ***“Here is the Pokémon”*** \*Pair1 flips the flashcard **carefully** and finds the Pokémon. Then they fill out the worksheet and **keep the information a secret**.
* PAIR1’s from Groups 4-6 do the same when it is their turn.
* When PAIR1 returns, PAIR3 will select a card from the pile and give directions for PAIR2 to follow. When PAIR2 returns, PAIR1 will select a card for PAIR3 and give directions to them to follow.

* Let the students do this as many times as they can until ten minutes before class ends. During this time, the ALT/JTE will ask “Where is Pikachu?” and students will practice how to answer. “***In the department store***” Ask for the location of some Pokémon (about 5-6).
* Select 2 or 3 “LUCKY POKEMON.” If any groups have a lucky Pokémon, they will get 2 points. Other Pokémon will be worth 1 point. The group with the most points wins!

**Additional information:**

\*NB: to prevent students from other groups peeking at flashcards you can place the Pokémon into a small brown paper bags/opaque plastic bag that you can find at the 100-yen store. And place them inside the desk (where students usually put their books)

* It’s better to have both the ALT/JTE present for this game as the rules MAY appear to be complicated. I would also suggest planning and discussing this game early.
* This game can be used in a special needs setting and can easily be altered.
* The images in this worksheet are not included in order to prevent the breech of copyright infringement. The following is a sample. You can add more rows (and images to the slots later.)

|  |  |  |  |
| --- | --- | --- | --- |
| Pokémon | 見つけた ○ | Pokémon | 見つけた ○ |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

* Not all students like Pokémon. So, you can replace the Pokémon for popular Japanese characters and have a “Character Go!” game instead.
* Please take note that some Pokémon are called differently in English so you might want to learn the names and this is fun to teach your students too! Have fun!!!