

Hot Seat - Japanese (Intermediate+)

Category: Teambuilding

Time: 25+ minutes

Requirements:

1. Projector (optional)
2. Monitor (optional)
3. Whiteboard + Markers
4. Participants should have at least intermediate knowledge of Japanese
5. Access to PPT [QR CODE]



Description: Hot Seat is an interactive and fast-paced activity to recall or review vocabulary. In this version, participants will get to challenge themselves and experience Hot Seat with Japanese words and phrases.

Note: Since the activity is designed for participants with at least an intermediate knowledge of Japanese, it would be a good idea to play Hot Seat entirely (or mostly) in Japanese. The idea of this activity is to replicate how Japanese ELs would experience this activity in the EFL classroom (using English to explain a Japanese word or phrase)

Objectives: Participants will be able to...

1. experience an activity in a foreign language.
2. understand the importance of including Japanese in activities
3. experience how roles can be implemented in activities

Pre-Activity/Warm-Up

1. Get participants into groups of three or four.

2. Groups share all the Japanese words/phrases they know amongst themselves.
 - Encourage participants to explain the meaning of words/phrases that their fellow participants do not know.
 - Encourage participants to practice saying the words/phrases
3. After about 3-5 minutes, have groups write down their words/phrases on the blackboard for all to see. It is okay if there are repeated words. If participants do not know how to write in hiragana, katakana, or kanji, ask participants to do their best in romaji.
4. After 3-5 minutes of writing, have participants read the words one by one. Share the meaning of each word.

Activity Steps

Step 1: have each group select a member from their team to sit up front. Each selected member should sit directly across from their own team. This is the 'hot' seat'.

Step 2: Inform participants that you will project/display/write (depending on what you use) a Japanese word or phrase. Participants sitting up front should have their back towards the word/phrase and are not allowed to look at it. Others may look at the word/phrase.

Step 3: Participants not in the hot seat must describe the word/phrase on the board to their corresponding member in the hot seat. Remind participants that they cannot say any part of the word/phrase that is being shown.

Example: neko (cat)

Participants may not use any unit in the word 'neko'. So 'ne' and 'ko' should not be used.

Using gestures may be used for more difficult words/phrases. Please use your teacher's discretion.

Step 4: Remind participants that they are playing for points. By adding a penalty system, you can add a special role for the game: the overseer role.

The listener (each team gets one) has a duty to listen to other groups and check if they are using gestures, speaking Japanese, or cheating using other means. If a listener successfully (and correctly) reports any violation to the game's rule, then that reported team loses points. Rotate this role along with the rounds.

Step 5: Before starting the first round, remind participants to shout out their guesses. The room may become loud, so encourage participants to use a big voice. This would be an important step with Japanese ELs. They may raise their hand instead and it can be difficult for the teacher to keep track of who raised their hand first, second, or third.

Step 6: From here, you can start the first round. A countdown to start is useful. When a participant guesses the answer correctly, signal that the round is over. You can say, "Winner," out loud to let others know that the round is finished.

Step 7: After giving the winning team of the round a point (somewhere visible for all to see), switch hot seat participants and rotate the overseer role. Group members can choose.

Step 8: Resume the next round. This keeps repeating for a few rounds or until you run out of words and phrases. At this point, participants would have gotten multiple tries in the hot seat.

Step 9: Count up the points and announce the winner. Congratulate every group for their efforts and teamwork.

Post-Activity: Discussion Questions

1. How might incorporating Japanese in this activity be useful? How might it not be useful?
2. How is this version of Hot Seat different from the way you have experienced it?
3. How have you used Hot Seat in your classes?

Rationale of Activity

This activity is a great rapport builder for everyone. By incorporating Japanese into lessons, it acknowledges that you have interest and respect your student's culture. An activity like hotseat is an interactive, meaningful, and fun way to practice descriptive language. Again, in an actual EFL university classroom with Japanese ELs, English would be used to describe the Japanese words and phrases.

Moreover, unlike the traditional game where teams take turns for each round, with only one person in the hot seat, this hot seat version is designed with saving face in mind. Japanese ELs may not be too familiar with the game, so having more than one participant up at the front is a good strategy.