## DESCRIPTION:

Bowser Bingo is an English Day Camp ice-breaker activity for Elementary School students grades $3-6$. This game is designed for large groups and provides an opportunity for students from various classes across multiple grade levels to practice English together. The activity utilizes four Bingo worksheets to accommodate the differences in English language abilities across the grade levels:

- Worksheet 1 \& 2 - designed for grades 3 \& 4
- Worksheet 3 \& 4 - designed for grades 5 \& 6


## G月MEPLRY INSTRUCTIONS:

- Students make pairs with other students (any grade!), ALTs, HRTs, or other Japanese teachers.
- In pairs, exchange greetings \& self-introductions: "Hello! I'm ~."
- One partner chooses a bingo box and asks a question: e.g. "Do you like Bowser?"
- If the other partner responds: "Yes, I do." - write their name in the bingo box.**
- If your partner responds "No, I don't." - move to the next step.
- Switch roles and repeat while the other partner asks the question.
- Exchange closing greetings: "Thank you!"
- Find another partner and repeat the process.
- To win, students must fill in names in ALL the bingo boxes (not just a single row/column).


## HELPFUL TIPS:

- Worksheets can be distributed according to English language ability level rather than grade level, as needed.
- Practice asking "Do you like ~?" and answering "Yes I do. / No, I don't." (and any unfamiliar vocabulary) with grades $3 \& 4$ before starting the game.
- Demonstrate how the game is played with an OTE (or another ALT).
- Grades 3 \& 4 may have not yet learned how to write in English and may be permitted to write names in Japanese. However, many students will rise to the challenge and try to write in English after seeing their $5^{\text {th }}$ and $6^{\text {th }}$ grade peers do the same. Name tags are very helpful here!
- Invite HRTs and other teachers at your school to join in the activity - they can complete their own Bingo sheet or simply answer questions/play janken with students. It's a great opportunity for the students to see their teachers using English!
- You can incentivize students by adding a competitive element to the game: either by introducing a timer - for example, students have 20 minutes to fill in all the boxes, or offering a prize - for example stickers for the first 5 or 10 students from each grade who fill in all the boxes.
- Be sure to change the country names \& flags on the grade $5 \& 6$ worksheets to match the countries of the ALTs in attendance!


# *BODUSER BINCD! 



# ＊BOUSES BINCD！ 

| Do you like Yoshi？ | Do you like baseball？ | Do you like apples？ | Do you like red？ |
| :---: | :---: | :---: | :---: |
| ALTに「お元気です <br> か？」と尋ねます。 <br> How POU？ | Do you like pizza？ | Do you like Mario？ | Do you like games（ゲーム）？ $\square$ |
| Do you like English（えいご）？ | Do you like Luigi？ | Do you like pink？ | Do you like oranges？ |
| Do you like sushi？ | ALTでジャンケン <br> を遊ぼう！ <br> 家 <br> है？ | Do you like swimming？ | Do you like Bowser（クパチー）？ |



| Can you play <br> baseball？ | Are you from <br> Canada？ | Do you like <br> Yoshi？ | Do you like <br> cats？ | Play Janken <br> with 5 年生！ |
| :---: | :---: | :---: | :---: | :---: |
| Do you like <br> Mario？ | Can you play <br> volleyball？ | Do you like <br> games？ | Play Janken <br> with 4 年生！ | Are you from <br> Australia？ |
| 2 |  |  |  |  |



| Can you play baseball？ | Are you from Jamaica？ | Do you like Yoshi？ | Do you like cats？ | Play Janken with 5 年生！ |
| :---: | :---: | :---: | :---: | :---: |
| Do you like Mario？ | Can you play volleyball？ | Do you like games？ $\square$ | Play Janken with 4 年生！ | Are you from America？ |
| Do you like English？ | Do you like Luigi？ | WIN Janken against ALT！ | Do you like pizza？ | Can you play soccer？ |
| Are you from the UK？ | Play Janken with 3 年生！ 5 等 है？ | Can you run fast？ | Do you like Princess Peach？ | Do you like dogs？ |
| Play Janken with a teacher！ | Can you swim？ | Do you like USJ？ <br> IMIIERSAL STUDOSS JAPA N＇ | Do you like ramen？ | Do you like Bowser？ |
|  |  |  |  |  |

