Step 1

どんな意味か考えてみよう。

If I had an anywhere door, I could visit Paris.

( どこでもドアが 　　　私はパリに 。)

Step 2

モデル会話を練習しよう。

|  |  |
| --- | --- |
| じゃんけんwinner | じゃんけんloser |
|  | Which Doraemon invention do you like the best? |
| I like the anywhere door. If I had an anywhere door, I would visit Paris.  How about you? |  |
|  | That sounds fun! I like the mecha maker. If I had a mecha maker, I could make a clone. |
| Good idea! |  |

Step 3

If… would\could を使って、ものに説明を加える表現を練習しよう。

|  |  |  |  |
| --- | --- | --- | --- |
| Anime | Anime | Anime | Doraemon And His Famous Time Machine… | by Paul Simos | Medium |
| anywhere door どこでもドア | mecha maker メカ・メーカー | what-if phone booth もしもボックス | time machine タイムマシン |

|  |  |  |  |
| --- | --- | --- | --- |
| 行きたい場所  例: visit Paris | 作りたいもの  例: make a \*clone | 叶えてほしい願い  例: \*wish for no tests | 行きたい時代  例: go to the \*Jurassic period |

　　\*clone=クローン　\*wish for~=〜を願う \*Jurassic period=ジュラ紀

|  |  |
| --- | --- |
| じゃんけんwinner | じゃんけんloser |
|  | Which Doraemon invention do you like the best? |
| I like the \_\_\_\_\_\_\_. If I had a(n) \_\_\_\_\_\_, I could \_\_\_\_\_\_\_\_\_. How about you? |  |
|  | That sounds fun! I like the \_\_\_\_\_\_\_. If I had a(n) \_\_\_\_\_\_\_\_, I could \_\_\_\_\_\_\_\_. |
| Good idea! |  |

　　会話の結果をメモしよう。

MEMO

Step 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 相手 | 発明 | どうするだろうか | 相手 | 発明 | どうするだろうか |
| 例：Marissa | どこでもドア | パリに行く |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

　　　　　上の表から５人の友達を選び、道具を持ったらどうするかについて書こう。

Step 5

例: If Marissa had an\* anywhere door, she\* would visit Paris. \*気をつけて！

1.

2.

3.

4.

5.