

Schedule for English Summer Camp in Asago 2015

Day 1 (8/10)	Day 2 (8/11)	Day 3(8/12)
9:00 Reception & Orientation	9:30 Vocabulary Game (単語ゲーム)	9:30 Vocabulary Game (単語ゲーム)
10:00 Icebreaking & Work Shop-1 (自己紹介、グループ分け)	10:45 ALT presentations & Skit	10:45 Skit Practice
12:00 Lunch (昼食)	12:00 lunch (昼食)	12:00 Lunch (昼食)
13:00 Work Shop-2	13:00 Work Shop-3	13:00 Skit Contest Giving Certificates & Awarding Ceremony (参加証授与式と表彰式)
15:00 Break (休憩)	15:00 Break(休憩)	15:00 Going Home (解散)
15:30 Talking with Snack (英語カフェ)	15:30 Talking with Snack (英語カフェ)	
17:30 Break (休憩)	17:30 Break(休憩)	
18:00 Dinner, (夕食) Shower/Bath (お風呂)	18:00 Dinner(夕食) Shower/Bath (お風呂)	
20:00 Night Time Movie (DVD を英語で見る)	20:00 Skit Practice	

Asago Summer English Camp Program

Purpose: to achieve the highest possible combination of fun and English-language use within the three-day schedule of Asago Summer English Camp and give the incentive to continue working on English as a communication tool to the participating students

Each group of the students gets points in doing activities.

Point system: 10 point scale for games + secret points

1st prize: 10 points

2nd: 7 points

3rd: 5 points

4th: 3 points

5th: 1 point

Bonus point categories:

Best teamwork: 10 points

Most genki: 10 points

Most English spoken: 10 points

Day 1:

Reception & Orientation

- 1. Reception (including paying fee, giving out **namecards**, 30min)**
- 2. Orientation (15m)**
- 3. Staff Orientation (10m)**

10min break

Ice breaking & Workshop 1:

Duration: 2 hours

1. Jump in, jump out (15m)
2. Forming groups (15m) -P
3. Name game (15m)
4. Categories: ALTs ask questions such as ...(20 minutes) -P
Review vocab and grammar necessary

10 min break Break

5. *Spaghetti tower competition (30 minutes) -P
- Judging (5 minutes)

5. (in case there was time left over) TuKuTuKu (10m) -P

Lunch (60 min)

Workshop 2:

Duration; 2hours

1. All my Friends and Neighbors (15 minutes)
2. 2 truths and a lie (20 minutes) w/ ALT demo
Demo
Team Practice
ALT quiz competition
3. Quiz, quiz, trade (15 minutes)
Students will make lists of words they learned (5m)

10 min break

Quiz, quiz, trade round 2 (10m)

Students will make a final list of words and receive points for making the longest list of vocab

4. The human knot (10 minutes)

5. Charades (20 minutes) in small groups (words from quiz, quiz, trade)

6. Summary of points so far (5 minutes)

30 min break

English café 1 (20m then rotate groups):

Duration: 2 hours

Explain conversation killers vs. conversation makers.

Each ALT would have 30 question cards to draw from at random to help facilitate the conversation.

Design ALTs

Cards

Students receive a passport and get stamps from the ALT at each table.

30 min break

Dinner

Night time movie (in English **w/ or without Japanese subtitles)**

One movie from the following list : I am Sam, Anastasia, Frozen, Notting Hill

(as long as the DVD is available at the rental shop)

Day 2:

Vocabulary games: big version of Karuta

ALT calls out the word in Japanese and a member of each group dashes to the cards and pick up the right one. **(The student who picks up the card says a sentence using the words on the card.)**

10 min break

Presentations:

1. What is culture? : The iceberg theory (35 minutes)
2. Summer in the U.S.A. (15 minutes)
3. My experiences (15 minutes)

10 min break

Lunch

Workshop 3:

1. Teambuilding (15m) Balloon race (?)
2. Quiz, quiz, trade (20m)

Skit:(85 min)

Students will practice skits in pairs and perform in front of the other students.

Rules: 2 - 5 minutes, Every student has to have at least 3 lines.

Situations:

ALT demo:

1. Don't have enough omiyage
2. Someone ate my sandwich
3. What's that smell?
4. You're at restaurant and you forgot your wallet
5. At USJ, you're drinking Butter Beer for the first time.
6. You just arrived in NYC and are lost. Ask this friendly family for help getting to the statue of liberty.
7. You're at an international party but you can't remember anyone's name.

30 min break

English café 2 (20m then rotate groups):

Duration: 2 hours

Explain conversation killers vs. conversation makers.

Each ALT would have 30 question cards to draw from at random to help facilitate the conversation.

Design ALTs

Cards

Students receive a passport and get stamps from the ALT at each table.

30 min break

Dinner

Skit practice

Day 3:

Vocab game

10 min break

Skit practice (1hr15min)

Lunch

Skit presentations (1 hour)

Awarding ceremony

Counting points from the games + Bonus points

Announcing the winner, awarding

Giving out certificates

Going home

Activities:

Ice Breakers:

1. **All my friends and neighbors** (aka Fruits Basket)
2. **The name game:** all students must say their name and something they like that starts with the same letter as their first name. The next student must remember all the previous students' names and what they liked. (ex. Her name is Miki. She likes milk. His name is Steven. He likes sushi. My name is Sarah. I like superman.)
3. **The human knot:** All students must join hands in a random combination and untangle themselves without letting go of each other's hands. They must give directions in English.

4. **Obstacle course:** Within their teams, one student is blindfolded and the remaining students must guide him/her to safety across a floor with obstacles laid out.

5. **Ninja:** Participants sit in a circle. When the ALT says “Ninja!” everyone tries to disarticulate the wrist of the person to their right. If you were able to chop their arm off, you win. If you get chopped, you lose (even if you chopped your target). You have to attack on the one side and defend on the other. It’s a difficult and entertaining game.

(Peeps forming a bond for life after ninja battles is not unthinkable)

[from Kondo’s list -- Steven 訳]

6. **Bang:** Participants stand in a circle. The ALT stands in the middle. The ALT says “Bang!” and pretends to shoot one of the participants. If the target crouches, they can dodge the bullet and survive. If that happens, the two next to the person who dodge have to shoot each other. The slow one loses, and is shot. The shot person takes the ALT’s place in the middle. Each round, it decreases by one person. When there are only two left, they duke it out one-on-one. They stand back to back and then they’ve gotta answer a question from the ALT, such as, “what’s a multiple of 3?” They can reply with 6 or 9 or whatever. The dead people all count up to whatever the number was, and the two in the final fight have to take that number of paces one at a time. Once it reaches the specified number they turn around and fire on each other. The fastest one wins. Everyone’s gotta say the numbers in English and same with multiple, even, odd. They could probably remember these words this way. This game was introduced to me by a student as *the best game ever*. Whether with the whole group or split into two teams, I think it could be a good competition.

[from Kondo’s list -- Steven 訳]

7. **Snake game:** Starts with the ALT saying a simple sentence such as “I met my friend.” The participants sit in a circle and one at a time extend the sentence by a little bit. For example the second person might say, “I met my friend at the station,” and the third, “I met my friend at the station this morning.” Each person’s gotta say the whole thing up to that point. This is supposedly a famous game, so people who’ve been ALTs probably know what’s up. I learned it from an ALT who was at ES with me.

[from Kondo’s list -- Steven 訳]

8. **The Alphabet Game (aka 一の木)** Students sit in a circle. One person starts the alphabet by saying ‘A’. Then, someone says ‘B’, another person says ‘C’ and so on until they reach the end of the alphabet. The order is random and there can be no communicating. If two people say the same letter, everyone has to start over. If someone makes a mistake, everyone has to start over. If it’s too easy, everyone must close their eyes. (5-10 minutes)

9. **Toilet Paper Dress** Teams have 5 minutes to make a dress on a team member out of only toilet paper. Best dressed wins.

10. **Jump-in, Jump-out** This game is great for big groups, and uses some speaking/listening skills. Everyone stands in a circle and holds hands. The first round is easy, follow the leader’s directions (Jump in, jump out, jump left, jump right). Next round, everyone must say the direction and do the direction at the same time. Next round, everyone SAYS what the leader says, but DOES the opposite. (example: everyone says ‘jump left!’, but you should jump right). Last round (kind of hard) - say the opposite of the leader, but do the leader’s action. (Example: Leader ‘jump in!’. Everyone: ‘jump out’, but should jump in)

Things that has to be prepared:

(準備が必要な教材、資材)

Name cards

名札

Envelopes for Forming groups on Day 1

グループ作り用封筒

Spaghetti and marshmallows on Day 1

スパゲティ乾麺とマシュマロ

Cards for Quiz, quiz, trade?

Topic cards for English cafe

Snacks and drink for English cafe **(Who prepares them?)**

English café 用のお菓子と飲み物

Vocabulary cards

Certificate (for 35 students) **Ikuno High?**

参加証

Prize for each member of the winner team (**What item and who gets it?**)

優勝チーム用の、表彰状 (人数分) と景品

List of the words from “Peanuts”??