

Topics 単元名	Aim ねらい (本時 1 / 4 )
school rooms (4) 学校の部屋	学校の部屋の英語での言い方を知る。

Vocabulary 語彙	Dialogue 会話文	Materials 資料
principal's room, teachers' room, nurse's room, music room, home economics room, library, gym, science room, classroom, computer room, English room	(Knock)ノック Yes Is this the ~room? May I come in? Sure.	Picture cards. ABC Book CD. Worksheet. Picture book

Time 時間	Activities 学習活動	Instructions 指導者の働きかけ	Materials 資料
3分	Greetings. あいさつをする。	Stand up. Hello, everyone. How are you today? It's time for English class. What day is it? What grade are you in? How's the weather? When is your birthday? What time is it?	
2分	Song. 歌を歌う。 "Where, Where, Where?"	Let's sing "Where, Where, Where?" Great. Sit down.	CD
5分	Phonics. フォニックス 初めの音を○で囲む。	Let's chant the phonics alphabet. Repeat after me. Let's circle the beginning sound. Write your name and the date.	ABC Book Worksheet
10分	Practice Vocabulary  Practice Dialogue. 会話練習をする。	Let's chant school rooms. Shall we begin? Repeat after me. Who wants to try? Come to the front. Wonderful! How do you say ~ in Japanese? Great! Let's chant together. Let's practice a little more. Fantastic!	Picture cards
20分	Game. 活動をする。 "Don Janken"	Let's play the "Don Janken" game. Make two lines.	Picture cards
5分	Closing.まとめをする。	Let's listen to a story. That's all for today. Have a nice day.	Picture book

Explanations 説明 "Don Janken" game

Line vocabulary cards on blackboard. Divide students into 2 teams. Teams line up. 1<sup>st</sup> student from each team goes to left and right sides of the board. When teacher says "go", students begin reading the cards one by one toward each other. When they meet, they play janken. The loser goes to the end of his/her team's line, the winner stays where he/she is. The next student goes to the blackboard and starts from the beginning. The race starts again and continues in this manner until one student reaches the end of the line of cards. That team gets one point. Continue for as long as you wish!

ホワイトボードに部屋のカードを張り、児童はその両端をスタートに二列に分かれて並び、端から一枚ずつ指しながら英語の名前を言っていき、向かいの児童とはち合わせた所でじゃんけんをする。勝った児童は続きを言って進み、負けた児童は列の後ろへ戻って次の児童と交代する。先に反対側の端までたどり着いたグループの勝ち。

(3年 5-1)

Topics 単元名	Aim ねらい (本時 2 / 4 )
school rooms (4) 学校の部屋	学校の部屋のたずね方を知り、表現できる。

Vocabulary 語彙	Dialogue 会話文	Materials 資料
principal's room, teachers' room, nurse's room, music room, home economics room, library, gym, science room, classroom, computer room, English room	Is this the ~room? May I come in? Sure.	Picture cards. ABC Book CD, Worksheet. Picture book

Time 時間	Activities 学習活動	Instructions 指導者の働きかけ	Materials 資料
3分	Greetings. あいさつをする。	Stand up. Hello, everyone. How are you today? It's time for English class. What day is it? What grade are you in? How's the weather? When is your birthday? What time is it?	
2分	Song. 歌を歌う。 "Where, Where, Where?"	Let's sing "Where, Where, Where?" Great. Sit down.	CD
5分	Phonics. フォニックス 初めの音を○で囲む。	Let's chant the phonics alphabet. Repeat after me. Let's circle the beginning sound. Write your name and the date.	ABC Book Worksheet
10分	Practice Vocabulary  Practice Dialogue. 会話練習をする。	Let's chant school rooms. Shall we begin? Repeat after me. Who wants to try? Come to the front. Wonderful! How do you say ~ in Japanese? Great! Let's chant together. Let's practice a little more. Fantastic!	Picture cards
20分	Game. 活動をする。 "Relay" game.	Let's play the "Relay" game. Make ~ lines.	
5分	Closing.まとめをする。	Let's listen to a story. That's all for today. Have a nice day.	Picture book

Explanations 説明 "Relay" game.

Have students sit in lines of 5 to 6. Teacher says, "Ready, set, go." The student at the rear of the line asks the student in front of him or her. That student answers. Continue down the line. The first line to finish gets maximum points.

グループで列に並び、後ろから前の児童へと順にダイアログを使って質問していく。先に先頭まで回ったグループが勝ち。

(3年 5-2)

Topics 単元名	Aim ねらい (本時 3 / 4 )
school rooms (4) 学校の部屋	"Room search game"を通して、部屋に入る場面での英語活動ができる。

Vocabulary 語彙	Dialogue 会話文	Materials 資料
principal's room, teachers'room, nurse's room, music room, home economics room, library, gym, science room, classroom, computer room ,English room	Is this the ~room? May I come in? Sure.	Picture cards. ABC Book CD. Worksheet. Picture book

Time 時間	Activities 学習活動	Instructions 指導者の働きかけ	Materials 資料
3分	Greetings. あいさつをする。	Stand up. Hello, everyone. How are you today? It's time for English class. What day is it? What grade are you in? How's the weather? When is your birthday? What time is it?	
2分	Song. 歌を歌う。 "Where, Where, Where?"	Let's sing "Where, Where, Where?" Great. Sit down.	CD
5分	Phonics. フォニックス 初めの音を○で囲む。	Let's chant the phonics alphabet. Repeat after me. Let's circle the beginning sound. Write your name and the date.	ABC Book Worksheet
10分	Practice Vocabulary  Practice Dialogue. 会話練習をする。	Let's chant school rooms. Shall we begin? Repeat after me. Who wants to try? Come to the front. Wonderful! How do you say ~ in Japanese? Great! Let's chant together. Let's practice a little more. Fantastic!	Picture cards
20分	Game. 活動をする。 "Room Search Game"	Let's play the "Room Search Game". Who wants to try the point?	Picture cards.
5分	Closing.まとめをする。	Let's listen to a story. That's all for today. Have a nice day.	Picture book

Explanations 説明 "Guessing game"

All the school rooms' cards are placed on the whiteboard. 6 students are chosen and each student is given a "school room", for example music room etc, but it is a secret. These students are numbered from 1-6. The rest of the students stand in one line. The first student rolls a dice. If he rolls 2, he goes to the number 2 student and asks, "Is this the ~ room?" If the student is correct, he takes that room card from the whiteboard. If the student guesses incorrectly, he returns to the end of the line. The students in line continue rolling the dice and asking the question until all the rooms have been guessed correctly, and there are no cards left on the blackboard.

ホワイトボードに全ての部屋のカードを張り、児童の中から5、6人のポイントになる役を選ぶ。ポイント以外の児童はサイコロを振り、出た目のポイントに行って質問をする。聞いた部屋のカードがあれば、ホワイトボードのカードを外し、ない時は元の列にもう一度並び。ホワイトボードに張ったカードが無くなれば終わり。

Topics 単元名	Aim ねらい (本時 4 / 4 )
school rooms (4) 学校の部屋	Guessing room gameを通して、部屋に入る場面の英語活動ができる。

Vocabulary 語彙	Dialogue 会話文	Materials 資料
principal's office, teachers' room, art room, nurse's room, music room, home economics room, library, gym, science room, classroom, computer room	Is this the ~room? May I come in? Sure.	Picture cards. ABC Book CD, Worksheet. Picture book

Time 時間	Activities 学習活動	Instructions 指導者の働きかけ	Materials 資料
3分	Greetings. あいさつをする。	Stand up. Hello, everyone. How are you today? It's time for English class. What day is it? What grade are you in? How's the weather? When is your birthday? What time is it?	
2分	Song. 歌を歌う。 "Where, Where, Where?"	Let's sing "Where, Where, Where?" Great. Sit down.	CD
5分	Phonics. フォニックス 初めの音を○で囲む。	Let's chant the phonics alphabet. Repeat after me. Let's circle the beginning sound. Write your name and the date.	ABC Book. Worksheet.
10分	Practice Vocabulary  Practice Dialogue. 会話練習をする。	Let's chant school rooms. Shall we begin? Repeat after me. Who wants to try? Come to the front. Wonderful! How do you say ~ in Japanese? Great! Let's chant together. Let's practice a little more. Fantastic!	Picture cards
20分	Game. 活動をする。 "Guessing room game"	Let's play the "Guessing room game" One minute left. I'll give you one more minute.	
5分	Closing. まとめをする。	Let's listen to a story. That's all for today. Have a nice day.	Picture book

Explanations 説明 "Guessing room game"

Students are grouped into five. There will be small rooms around the classroom. Each will be at the entrance. Then one student inside the room will choose 1 room card. Other students will go around and ask "Is this the ~ room?". If it is correct he will again say "May I come in?. Then the other will say "Sure". While inside the room they will have a conversation like "What animal do you like?". Then that person gets a point card then goes back to his group. The most number of cards is the winner. 部屋の入口に見立てた5つの円をつくる。そこに一人ずつ立ち、残りの児童に分からないように、学校の中にある部屋を決める(数枚のカード)。5人以外の児童は好きなところに行き、「Is this the ~ room?」と聞く。当てた場合、「May I come in?」、「Sure.」と中に入り、「what animal do you like?」などのコミュニケーションをとり、当てたカードを貰い、分担を交代する。質問するチャンスは2回。外れた場合はまた、好きな列にならび挑戦する。カードをたくさん持っていた人が勝ちとなる。

(3年 5-4)