

日本語



Year 6 Japanese Learning Term 3 Hiragana memory game BANG!

The development of oral proficiency at this stage continues to rely on rich language input in different modes. Learners listen and respond by actions to build active listening and comprehension skills. Our year 6 students participate in games and activities and engage with texts through teacher-generated questions and prompting- one of their favourites is the game BANG!

Language experience and input include authentic texts with some modification, familiar vocabulary and simple sentence structures. Children are supported to expand their use of the language in familiar interactions and situations, such as exchanging simple information and participating in shared tasks and games to help them develop their listening and writing skills in Japanese.

Our year 6 students also learn to produce and pronounce characters with the support of flashcards, mnemonics, digital games and exercises like their real Kana app on their I pads.

Don't forget to ask them about this popular game!



SAYONARA

さようなら

