

Teacher's notes - Additional activities for コンビニ games

1. Three hint Games (Guess the Konbini Item)

The teacher gives 3 hints about an item, and players guess which item it is. Suggestions for hints relating to the various items are found on [the PDF file](#). The hints are in this order so that students cannot easily guess what item it is from the first hint, but need to listen further. The teacher may need to introduce some new vocabulary to help students understand the hints. For beginner learners, one word hints or hints in English can be used.

2. They Went Shopping

Students make a circle, and one student starts with the sentence eg. おとうさんは.....をかいました。The next student adds another item to extend the sentence おとうさんは.....と.....をかいました。Play can continue around the circle, or who goes next can be decided by the teacher to maintain attention. This continues until a student cannot remember the long sentence, and s/he starts a new chain sentence.

3. The Price is Right

Students divide into two teams, and one contestant from each team comes forward. The teacher chooses a product and asks : ~はいくらですか? Using [the price list](#) as a reference, the teacher shows the price on a flashcard to the other teammates, but not the two contestants. The contestants take turns to guess what the price is, eg. さんびゃくえん. The teacher writes the guesses on the board, saying whether the price is cheaper or more expensive: もっとやすいです。もっとたかいです。Contestants continue to guess, and teammates help by calling out もっとたかいです。or もっとやすいです。When a contestant guesses correctly, the teacher says あたり!, and new team members come forward to play. The team with the most correct guesses wins.

4. Stocktaking (しなだし) - Information gap task

The teacher writes out a number of different squares on two [コンビニ game sheets](#), creating task sheets A and B. Students form pairs, each taking sheet A or B. They ask each other about the items that are missing on their sheet, and write the words in the blank squares.

A: ざっしのみぎになにがありますか

B: まんががあります

5. Role play & skits

Students in pairs perform roles of shop assistant and customer according to cues in English specifying what is said. Students can write and perform skits with several characters on themes such as: へんな おきやくさん , めいわくなおきやくさん.

To help in creating the skit, students can be given useful expressions such as:

おきやくさま, いらっしゃいませ, すみません.

6. Tasks using the Internet

If students have access to the Internet in Japanese, they can work on projects investigating convenience stores, their products and prices. <https://www.lawson.co.jp/index.html> is the website of the popular chain “Lawson”.