# Nihongo Tanken Centre – virtual excursion teacher information

## Introduction

The virtual excursion enables Year 10 students from schools located outside the Sydney metropolitan area to engage with the Nihongo Tanken Centre, exploring Japanese language and culture.

The virtual excursion consists of 2 parts:

* part 1 – students virtually explore the Nihongo Tanken Centre through an immersive 360° experience, with activities to complete (approximately 50 minutes)
* part 2 – the Japanese class connects with our teachers for a live, interactive lesson (approximately 30 to 40 minutes, depending on class size).

**Students must complete part 1 before part 2.**

You can plan your virtual excursion as a stand-alone activity, as part of a unit on Japanese housing and/or culture or as part of a full day of Japanese activities at school, as shown in [Appendix A](#_Appendix_A_–) – sample timetable for a full day of Japanese activities.

If your virtual excursion is part of a full day of Japanese activities, parts 1 and 2 can run on the same day.

If your virtual excursion is a stand-alone activity or part of a unit of work, parts 1 and 2 can run on the same day or different days in the same week.

There is no cost to participate.

## Prior to the virtual excursion

You will need to book your date and time in advance, so our staff can continue to offer face-to-face excursions to schools visiting the centre onsite. Bookings for each semester will open in Week 6 and close in Week 10 of Term 2 and Term 4 and each year.

Once your booking is confirmed, our teachers will send you information for your virtual excursion, including the related resources.

## Part 1

The virtual excursion is designed to replicate the experience of visiting the Tanken Centre on a face-to-face excursion.

For part 1, you will be provided with:

* a PowerPoint of key vocabulary – allow time prior to your virtual excursion to explore this vocabulary. Depending on your context and your students’ language skills, you may wish to add to this PowerPoint
* a link to the immersive 360° experience
* a student worksheet with activities to complete, and answers.

It is recommended that you allow 5 minutes’ preparation time before commencing the activity for students to set up their computers and to distribute question sheets. The activity will take approximately 50 minutes to complete. There are bonus activities for students who finish before others. To maximise the experience, students should have their own device and use headphones when completing the activity. Students can complete the virtual experience in any order, but it is recommended to follow this path: *genkan* (foyer) **→** classroom **→** *tatami* room **→** garden.

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| Syllabus outcome | Outcome in action |
| ML5-UND-01  analyses and responds to information, ideas and perspectives in a range of texts to demonstrate understanding | * Students engage with the PowerPoint and immersive 360° experience to understand information about the Tanken Centre. * Students explore cultural differences between Japanese and Australian homes. |

## Part 2

For part 2, your class will connect with the Nihongo Tanken Centre’s teachers via Zoom. This session will run for approximately 30 to 40 minutes. You are required to be present for the lesson, to assist with activities and support students.

For part 2, you will be provided with:

* character cards
* quiz cards.

### Prior to part 2

Prior to part 2, please print:

* the character cards for each group (one card per group)
* the A-B-C-D answer quiz cards (one set of cards per group).

Students will work in small groups during part 2. Groups should be no larger than 4 students, with a maximum of 8 groups per class.

For part 2, please ensure:

* your students are sitting in their groups prior to connecting
* groups are numbered, from 1 to 8 (or less, if you have less groups)
* a spokesperson for each group has been organised, via students volunteering or a game of *jankenpon.*

To support our teachers in presenting the correct character when eliciting student responses, please distribute the matching card number to the matching group number, so that when group 1 is called upon, our teachers show character card 1.

### Activity 1 – meet the teachers (2 minutes)

The teachers will introduce themselves and greet the students.

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| Syllabus outcome | Outcome in action |
| ML5-UND-01  analyses and responds to information, ideas and perspectives in a range of texts to demonstrate understanding | * Students listen to the greetings and introductions of the Tanken Centre officers and react appropriately. |

### Activity 2 – character questions (15 minutes)

Step 1: Each group is provided with an image of a fictional character, with 5 questions to answer in Japanese. As a group, students brainstorm the answers they think their character would provide, using the character as a clue and being as creative as possible. **Students have 5 minutes only to prepare their responses.** Our teachers will have a timer running. You may wish to mute the microphone during these 5 minutes.

Step 2: Each group shares their responses with our teachers, for feedback. One student from each group will respond on behalf of the group. Other groups listen quietly.

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| Syllabus outcome | Outcome in action |
| ML5-CRT-01  creates a range of texts for diverse communicative purposes by manipulating culturally appropriate language | * Students compose answers to questions in Japanese about the fictional character given. Students share their responses, applying Japanese pronunciation and intonation. |

### Activity 3 – quiz (10 minutes)

In their groups, students complete an interactive quiz, holding up the A, B, C or D card each time, to identify the correct answer to the question. The questions will relate to the immersive 360° experience**.** There are 15 questions.

You may wish to provide a prize for the winning team – this is a school-based decision.

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| Syllabus outcome | Outcomes in action |
| ML5-UND-01  analyses and responds to information, ideas and perspectives in a range of texts to demonstrate understanding | * Students listen to questions and respond appropriately using knowledge from the 360° experience. * Students make comparisons between Japanese and Australian homes when answering questions about the 360° experience. |

### Conclusion (1 minute)

Our teachers will say goodbye.

## Appendix A – sample timetable for a full day of Japanese activities

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| Time | Activity |
| 9:00–9:05 | Japanese exercise – [*rajio taiso*](https://www.youtube.com/watch?app=desktop&v=XrEH5JLljDI) |
| 9:05–10:00 | *Manga* art activity – students design *manga* characters  Alternative activity – Japanese calligraphy (*shodō*) – consider displaying these in the classroom or in school’s front office |
| 10:00–11:00 | Students complete **virtual excursion – part 1** |
| 11:00–11:30 | Break |
| 11:30–12:20 | Students complete **virtual excursion – part 2**  This includes set-up and pack-up time – the actual link will be for approximately 30–40 minutes, depending on class size |
| 12:20–1:20 | Cooking activity – make *okonomiyaki*, *kyaraben* and/or *sushi* rolls |
| 1:20–2:00 | Break |
| 2:00–3:00 | Games, for example treasure hunt, Japanese jeopardy, *karuta*, Japanese board games, *Sushi Go*, library race game, *kendama* competition, *jankenpon* competition |

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