

The title 'KING KOOPA'S CUP' is written in large, bold, black, block letters. Above the 'K' is a gold crown. In the background, behind the letters, is a large illustration of King Koopa. To the right of the title, there is a small illustration of a yellow Koopa Paratrooper flying, and another small illustration of a brown Koopa walking.

[Classroom Version - 1 ALT + OTE (minimum) required]

DESCRIPTION:

King Koopa's Cup is a conversation based card game for ES (grades 5 & 6), JHS & SHS students, inspired by the popular drinking game King's Cup. In groups, students take turns drawing cards and play corresponding mini games as described on the game play guide (see pages 2 & 3). It's an all-out mini-game mania geared at encouraging English conversation and FUN!

DURATION: 50 minutes

MATERIALS:

- 1 Timer
- x King Koopa's Cup Game Play Guides
- x Standard 52-card decks
- x Decks of Kuribo cards
- x Decks of Koopa cards
- x Mini Whiteboards, markers and dry erasers
- x Sticker sheets

[x =number of groups in the class]

ALT/OTE ROLES:

- Manage each round of the game and keep track of the timer.
- Facilitate student swaps (see **SWITCH**) – multiple switches can occur at once!
- Guide students through the game, by providing prompts, demonstrations, simple English explanations, and reading questions (as necessary).
- Serve as an opponent (see **JANKEN**) and determine game criteria (see **TELEPHONE**).
- Challenge students to use appropriate grammar and full sentences.
- Assist students who may be struggling.
- Encourage students to have fun (BRING THE VIBES)!
- Customize/Tailor the game to maximize English conversations and FUN.

SET UP & GAMEPLAY INSTRUCTIONS:

- Divide the class into x groups of about 3-6 students each.
- Provide each group with one set of the materials listed above.
- Play Janken to select a starting player. The game follows in a clockwise rotation.
- Draw a card from the standard 52-card deck and reveals it to the group.
- Complete the mini game that corresponds to the number/face on the card. Check the Game Play Guide for the list of mini-games and instructions (English & Japanese).
- The player with the most stickers on their forehead at the end of the game wins!

HELPFUL TIPS:

- Adjust the difficulty level (as needed) of the questions and nouns on the Kuribo & Koopa Cards.
- Depending on the class' English level, you can provide only the English version of the Game Play Guide, or both the English and Japanese version on a double-sided print.
- Feel free to tailor the activity to your class by changing the theme, adding new twists, modifying the mini games or adding new ones. The possibilities are endless!

KING KOOPA'S CUP



A

SWITCH

Switch places with one player from another group.

2

PICTIONARY



Take a Koopa card (don't show anyone!).
Draw picture hints on the whiteboard.
Group members guess the English word.

3

BUZZ COUNTING

Let's count! Each student says a number.
Pick a multiple to skip (~の倍数ごと)
Stop after a mistake or after 20!
Example: (3の倍数ごと) 1, 2, *buzz*, 4, 5, *buzz*, 7, 8, *buzz*...

4

QUESTION TIME

Take a Kuribo card.
Answer the question. **ALL** students must answer!

5

TELEPHONE (伝言ゲーム)



Ask the teacher for the secret message. Students must pass the secret message from one person to the next. You can say the message **TWICE!** The last person says the message out loud.

6

QUESTION TIME

Same as 4

7

REVERSE



Reverse the direction like in Uno!

8

QUESTION TIME

Same as 4

9

HEADS UP



Take a Koopa card (don't look!).
Put the card on your head. Other students give English hints (gestures OK!).
Try to guess the word.

10

CATEGORIES

Pick a category. Example: fruits, countries, sports... Say a word from the category in 5 seconds.
X No repeats!

J

SWITCH!

Same as **A**

Q

JANKEN!

Play Janken with the ALT/Teacher. The loser gets a sticker on their forehead.

K

JANKEN!

Same as **Q**

SCHOOL NAME



小/中/高 SCHOOL

KING KOOPA'S CUP



A

SWITCH!

別のグループのプレイヤーと入れ替わりましょう!

2

PICTIONARY



クッパカードを選び(誰にも見せないでください)、ホワイトボードに単語の絵を描きます。グループメンバーは英語の単語を推測します。

3

BUZZ COUNTING

1から順番に数えて、3または4の倍数ごとにスキップします(先生が選択します!)間違えるまで、または20まで言えたら終了です。例:(先生は3) 1、2、*バズ*、4、5、*バズ*、7、8、*バズ*...

4

QUESTION TIME

クリボーカードを選択し、質問に答えます。すべての生徒が答えなければなりません!

5

TELEPHONE (伝言ゲーム)



先生は一人の生徒に英語のメッセージを小声で伝えます。その生徒は、次の人へメッセージを伝えます。伝えるときにメッセージは2回しか言えません!最後の人がメッセージを大声で言います。

6

QUESTION TIME

4と同じ

7

REVERSE



カードを引く順序を逆にします。UNOのリバースカードのように!

8

QUESTION TIME

4と同じ

9

HEADS UP



クッパカードを選び、中身を見ずに額にかざします。カードは、グループメンバーに見えるようにしておきます。他のグループメンバーは英語でヒントを与えます(ジェスチャーOK!)。カードをもっている生徒はカードの中身を当てます。

10

CATEGORIES

カテゴリ内の言葉(動物など)を順に言います。(先生が選択します)。誰かが同じことを言ったり、日本語で答えたり、5秒以内に答えられなかったりすると、ゲームは終わりです。

J

SWITCH!

Aと同じ

Q

JANKEN!

ジャンケン ALT/先生とします。敗者は額にシールを貼ります。

K

JANKEN!

Qと同じ

SCHOOL NAME



小/中/高 SCHOOL