



KING KOOPA'S CUP



[English Day Camp Version - Multiple ALTs 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 3 & 4). It's an all-out mini-game mania geared at encouraging English conversation and FUN!

DURATION: 50 minutes

MATERIALS:

- 1 Timer
 - 1 King Koopa's Cup ALT Score Sheet
 - *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* Sets of ALT colour cards
- [*x* =number of groups in the class]

ALT ROLES:

- GAME FACILITATOR
 - ✧ Manage each round of the game and keep track of the timer.
 - ✧ Facilitate ALT swaps (see **A SWITCH**) – multiple switches can occur at once!
 - ✧ Keep track of ALT points using the ALT Score Sheet.
 - ✧ Tally and Announce ALT scores at the end of each round.
- GAME MASTERS
 - ✧ Guide students through the game, by providing prompts, demonstrations, simple English explanations, and reading questions (as necessary).
 - ✧ Serve as an opponent (see **7 JANKEN**), determine game criteria (see **3 *BUZZ* COUNTING & 5 CATEGORIES**) and swap places with other ALTs (see **A SWITCH**).
 - ✧ 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:

- Divide the class into *x* groups of about 4-6 students each.
- Provide each group with one set of the materials listed above.
- [OPTIONAL] – Before the activity date, assign each ALT (game master) a color that matches one ALT color card. The ALT should wear an article of clothing (T-shirt, jacket, scarf etc.) that prominently features this color. Alternatively, ALTs can be provided with strips of colored cloth (hachimaki).
- Introduce the ALTs (game masters) and assign one to each group.

GAMEPLAY INSTRUCTIONS:

- Select a player to start. The ALT can begin in order to demonstrate the game or the winner of a game of Janken can start. After the first 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).
- After 20 minutes of play, the Game Facilitator pauses the activity and invites the ALTs (game masters) to the front of the room. The Facilitator announces the tally of ALT scores (see **1 ALT POINTS** & **2 +2 ALT POINTS**). *(Be Dramatic!)*
- The ALTs join a new group and a second round, identical to the first, begins.
- The scores can be reset for a 2nd round, or continued for a final reveal – note: it may be good to reset the score if the score gap is too great.
- After the final round, the facilitator reveals the final tally of ALT scores and announces the winner of King Koopa's Cup!

HELPFUL TIPS:

- Prior to the start of your event, play a demo round with all the ALTs (game masters) so they are familiar with the mini games. You can also demonstrate how the game is played to the students in your English class before the English day event for a smoother flow *(this is highly recommended, but may not be necessary with advanced students!)*.
- This activity can be easily adapted for ES (Grade 5&6), JHS, & SHS by adjusting the difficulty level of the questions and nouns on the Kuribo Cards and 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.
- Encourage the ALTs (game masters) to add fun twists and run the mini games any way they like as long as it serves to heighten the fun and encourages more English conversations. e.g. all players answering the Kuribo question card rather than just the player that drew the card; using rhymes during the Categories mini game for a greater challenge (e.g. Category: Animals – '**dog** *clap clap* **cat** *clap clap* **tiger** *clap clap* etc. '); when Queen and King cards are drawn randomly or strategically awarding ALT points (example selection strategies: [a] close eyes and randomly choose a card, [b] the player that drew the card chooses, [c] all players vote, etc.), not allowing gestures for the Koopa card word guessing game, etc.
- Feel free to tailor the activity to your event 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 ALTs with another group!
Raise the new ALT's color card.

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.
ALT picks 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 and ask the ALT the question. If the ALT draws, choose a student and ask them the question.

5

CATEGORIES

Take turns naming words in a category (ALT chooses!). The game stops when someone repeats a word, answers in Japanese, or can't answer within 5 secs.

6

QUESTION TIME

Same as 4

7

JANKEN

Play Janken against the ALT. The loser gets a sticker on their forehead. The ALT chooses any student if they draw the card.

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

SWITCH!

Same as **ACE**

J

REVERSE



Reverse the direction like in Uno!

Q

-1 ALT POINT

Choose an ALT in the room and raise their color card. That ALT will lose one point.

K

+2 ALT POINTS

Choose an ALT in the room and raise their color card. That ALT will gain two points.



KING KOOPA'S CUP



A

SWITCH!

新しい ALT のカラーカードを上げます。ALT は別のグループの ALT とチェンジします!

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(ALT 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:(ALT 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、ALT に質問します。ALT がカードを引いた場合は、生徒を選んで質問します。

5

CATEGORIES

カテゴリ内の言葉(動物など)を順に言います。(ALT 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、ゲームは停止します。

6

QUESTION TIME

4 と同じ

7

JANKEN

ジャンケン ALT とします。敗者は額にシールを貼ります。ALT がじゃんけんカードを引いたときは、ALT が対戦する生徒を選びます。

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!)。カードを貼っている生徒はカードの中身を当てます。

10

SWITCH!

A と同じ

J

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!

Q

-1 ALT POINT

ALT を選び、カラーカードを上げます。その ALT は 1 ポイントを失います。

K

+2 ALT POINTS

ALT を選び、カラーカードを上げます。その ALT は 2 ポイントを獲得します。

