Well it's election time again so I've dusted off this game, updated it a bit and will be using it this year. In non-election years I use the Invasion USA game instead.

Both are pretty much identical to the Battle for Japan Game.

How to Play

Introduction: Show the picture of the USA and click once to show 2020. Ask the students why 2020 is important this year. They will hopefully come up with its a 'Senkyo year' and tell them 'that's right, its an election year and we'll be playing an election battle game'

Introduce the four teams. On these pages I've added space for doing examples of the grammar targets. If you do this as an intro don't make teams. Just have the students raise their hands with the answer they think is correct. On the template I haven't added the animation here yet.

Demonstration Stage

At this point the ALT and JTE demonstrate the activity together using the example screen. One is red and the other blue. I don't put the students into groups until after the demonstration.

Click on the questions banner to reveal the first question or the keywords that must be used in the answer. If the later the ALT will read the question. The JTL will answer the first question and then select one of the states that has a number. Click on it until it turns the correct color. The ALT will also answer the question and select another numbered state and click on it until it matches the ALT's color. Then click on the question banner again to reveal a possible answer to do an answer check. (NOTE for the 3rd Year relative pronoun version you click on the start banner to reveal questions and answers)

Then continue to the next question. Click on the previous answer to reveal the next question or key words. The JTE will answer the question and select a new state. At this point explain that the new state must be adjacent to their previous territory or connected by an arrow. The ALT will then answer the question as well and select a state. This time the ALT will select a state already occupied by the JTE. To steal the state the ALT must roll a 6 sided die in a box and get a result of 4, 5 or 6. If the ALT does so then the ALT can change the color of that state. If not then the team is finished but doesn't gain a state.

States that are black do not require die rolls.

At this point check that the students understand and then break them into groups. This activity works with 2, 3, 4, 6, 8 or 9 groups depending on the size of the class. Each group will receive their worksheet and a color team card matching their color. There are only 4 colors so in classes with 6 or more groups, the groups will be allied with each other. For example in a class with 6 groups there will be 2 red, 2 green and 2 blue teams, in a class with nine groups there will be 3 red, 3 green and 3 blue teams. If the class breaks into 5 or 7 or 10 groups reorganize so that there are 2, 3, 4, 6, 8 or 9 groups.

PLAYING THE GAME

Click on the next screen square to go to the main game screen.

Once the class is organized into groups tell the students that they will see the question and write their answer or they will see the key words, listen to the question then write their answer. They will bring their answer to the JTE to check it and then come to the ALT with their color card to select a numbered state. The ALT will collect their color cards after they've selected a state. This is so teams don't come up multiple times to answer the same question.

Once every team has answered the question or until a set time limit has been reached click on the question banner again to show a possible answer. Check that answer then continue to the next question. While they are working on the next question return the team color cards. (Note the 3rd Year version uses a Start Banner rather than clicking the the question and answer banners)

After the 4th answer check stage the ALT can introduce the Super Delegate cards. The team can trade one Super Delegate card to either take a second state or reroll a failed die roll. This is optional but I find the students do love it. I generally give each group between 2 and 3 of these cardss cards. Once a card is used they do not get it back. I strongly advice against trying to explain what a super delegate is in real life.

The activity continues until all the questions are answered or the activity time is up. Most classes can finish between 10 and 12 questions in my experience. When it is over count how many states each team has captured and the teams with the most are the winners. You can click on their color banner to reveal a victory screen for that color. If you accidently clicked on a team color too soon you can go back by clicking on the victory screen color card. Also if two teams tied then just click on the go to end of slide show to go to a generic ending slide.

NOTES ABOUT THIS ACTIVITY

This tends to be a loud activity with students getting quite excited. Also since it is generally necessary to wait for each team to answer each question before moving on I recommend against doing questions that are too difficult. This works best if you keep it fairly simple. I have other variations on this activity that work better with complex questions or questions that require longer answers. Games such as Gang War or Robots Invade the world work better.

NOTES ON PREPARING YOUR OWN VERSION

 There is a question and answer template. Write your questions and answers on those. Then copy and paste and make a stack of the questions and answers. Each Banner should have one question or one answer.

If you use a tablet such as an ipad connected to the TV I suggest not doing that with this activity. Bring a computer and connect that to the TV instead. It is my experience that the touch screen is too sensitive for this activity and can cause problems. If you usually use a mac with an apple mouse I suggest not using the apple mouse. It is again far too sensitive and can cause problems. It is a pain to have to reset the game if something goes wrong.