

AMONG US

CREWMATES

You are a crew of astronauts on a space station. You have tasks to complete with your team to make sure your space station is working well. The problem is, one person on your team is an impostor who wants you to get the wrong answer on your tasks. Your job is to finish your tasks with correct answers and to find the impostor.

You win by:

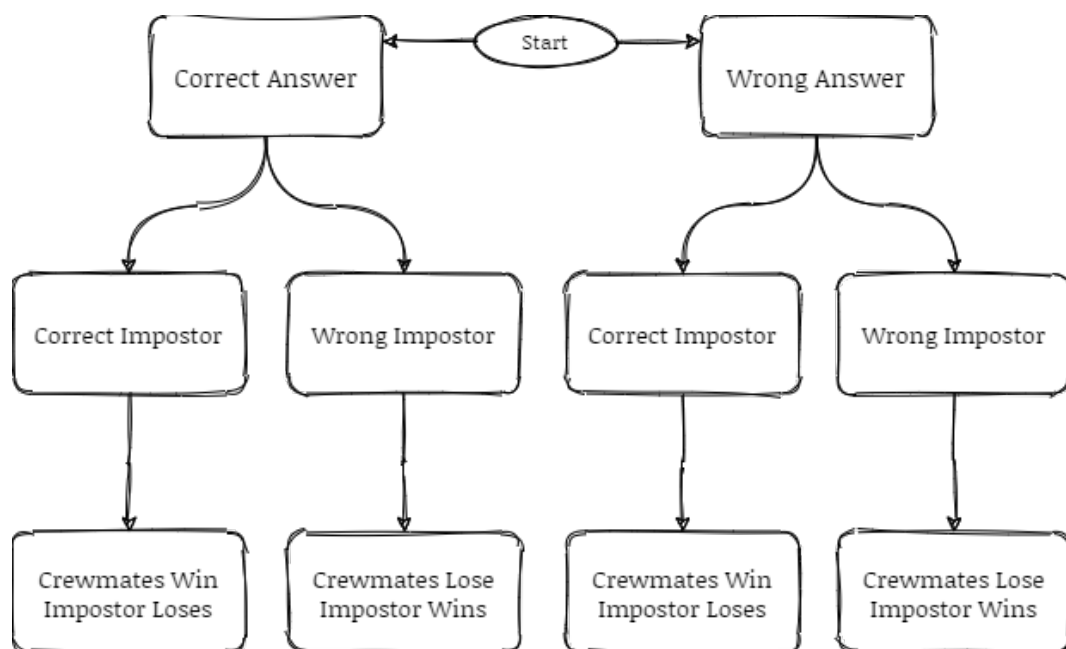
- getting all correct answers
- guessing the impostor correctly

IMPOSTORS

You are an impostor in a crew of astronauts on a space station. Your job is to make sure the crew fails their tasks by getting the wrong answers. You can do this by misleading the crew. Be careful not to get caught, though: if the crew figures out who you are and votes you out, you lose!

You win by:

- making the team get wrong answers
- not being caught by the team



AMONG US (JPN INSTRUCTIONS)

CREWMATES (船員)

あなたは宇宙ステーションの宇宙飛行士の船員です。あなたの宇宙ステーションがうまくいくのを確かめるためにチームで成し遂げる仕事があります。その問題はチームの一人があなたの仕事で間違った答えを出すようにする詐欺師だということです。あなたの仕事は正しい答えを見つけ、詐欺師が誰かを正しく推測することです。

勝つには：

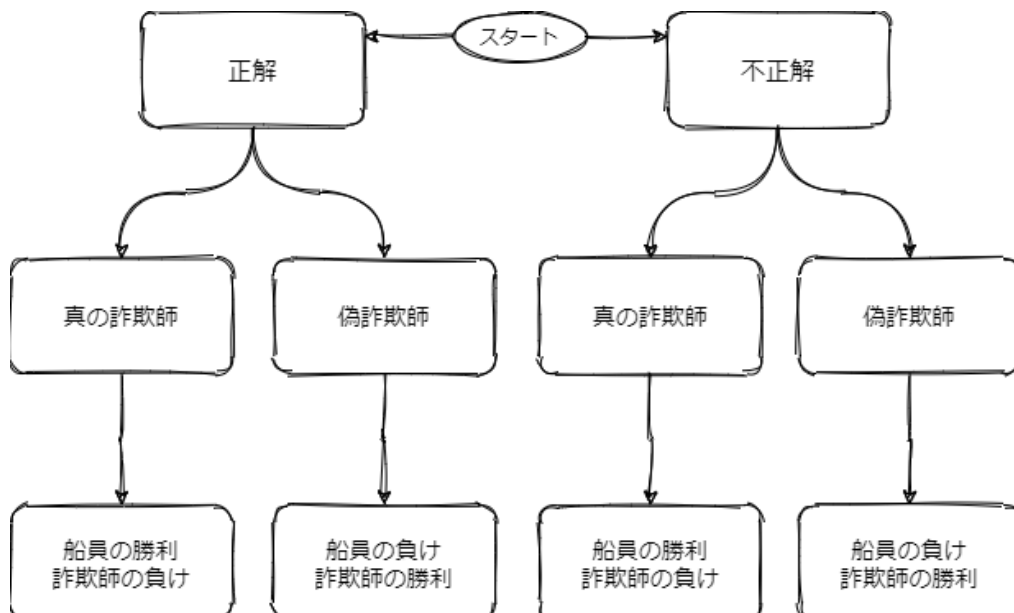
- 正しい答えを見つけること
- 詐欺師を正しく当てること

IMPOSTORS (偽者 / 詐欺師)

あなたは宇宙ステーションの宇宙飛行士の船員の中の詐欺師です。あなたの仕事は間違った答えを見つけて船員たちの仕事を失敗させることです。あなたは船員たちを間違って誘導してください。バレないようにきをつけて。もし、あなたが誰だか船員たちがわかったら、ゲームの終わりに投票します。そして、あなたの負けです。

勝つには：

- 船員に間違った答えを与えること
- 船員に見つけられないようにすること



GAMEPLAY

1. Students will get into groups. They will get an activity sheet and little cards with their roles.
 - a. One person in each group will be the impostor.
2. Students will do the activity at where they're currently seated.
 - a. The students have to do the tasks together.
 - b. The impostor needs to mislead their team without being caught.
3. Groups will have 5 minutes for each task. Time can be adjusted according to student level.
 - a. Students must use English to solve the tasks.
 - b. They are not allowed to talk to other groups.
4. When time is up, students will take a vote.
 - a. Students can either point to who they think is the impostor, or skip the vote by pointing up.
5. After the vote, each impostor will reveal themselves.
 - a. If the majority of students voted for the impostor, the crewmates win.
 - b. If a majority of students skip, or there is a tie, the impostor wins.
6. Students will then move to the next station on their activity sheet, in chronological order.
 - a. Tasks like Alphabet and Sentence Reordering should be reset for the next group.

TASKS

This is a list of ideas for tasks. Feel free to modify. Each team should have at least 4 tasks. Tasks are ordered alphabetically by type.

LISTENING

Fill in the Message

Students listen to a message and fill in the blanks.

Morse Code

Students listen to (or watch, if you can set it up) a message in morse code and write it down.

REARRANGING

Alphabet Rearranging

Students rearrange the alphabet in order and answer questions about it.

Sentence Reordering

Students put three sentences in the correct order.

SPEAKING

Flower (Hangman)

Students play a game of Flower with the ALT or JTE. They have to guess what the word is before the flower is fully drawn.

Twenty Questions

Students ask questions to the ALT and write down their answers.

Heads Up

Students put a picture of something on their forehead. They have to ask questions of the rest of the team in order to guess what that picture is.

SORTING

Colour Sorting

Students sort objects according to their colours.

Parts of Speech Sorting

Students sort the vocabulary words according to part of speech.

Syllable Sorting

Students sort the vocabulary words according to syllables.

WRITING

Anagrams

Students fill out as many other words as they can find in a given word.

Crossword Puzzle

Students fill out a crossword puzzle.

Numbers Code

Students have a message in numbers code that they have to decipher.

Reverse Alphabet Code

Students have a message in reverse alphabet code that they have to decipher.

Word Search

Students find words in a wordsearch puzzle.