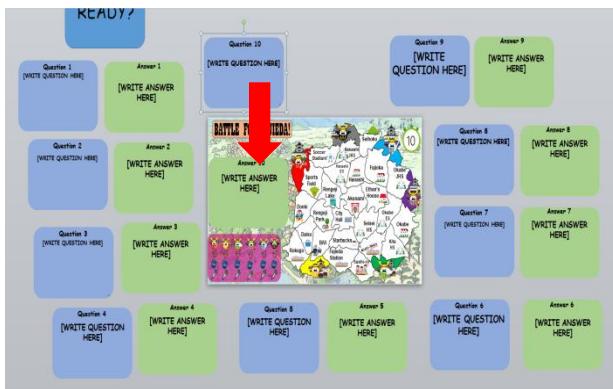


## Battle for Fujieda – Map game alternative

### Preparing the questions

Write your questions and answers in each of the cards. Make sure you don't delete the textbox or make a new one or it will reset the animation order. If you do want to add pictures or additional textboxes, you'll have to regroup the question card and adjust the animation order.

When all the Q/A cards have been prepared, stack them in the empty space on the game board in the following order: Answer 10, Question 10, Answer 9, Question 9 ..... Answer 1, Question 1, "READY?"



Should look like this  
when finished.



If you've prepared it correctly, the Q/A cards should disappear in order when you click on them to reveal the next question.

### How to play

#### Question Round

Divide the class into six teams with 4-5 students per team. Give each team a mini whiteboard and a coloured samurai daruma. Have the students decide the order of who will be the writer.

Click on the question cards to reveal the first question. **All teams** pair check and discuss the answer. The writer then writes the answer on the whiteboard. When all teams have finished writing, or time runs out (if you're using a timer), everyone shows their board and the answer is revealed.

#### Takeover Time

Each team that correctly answered can then select an area on the map to take over. The selected area must be touching their team colour. To change the colour of an area, click the white space on the area (**don't click the picture or text**). Teams can try and take over an area already occupied by another team. Both teams elect a player and those students play janken. The winner either protects their area or takes it over, changing the colour.

Once all teams have claimed their areas or made attacks. Rotate writers and reveal the next question.

## Item Cards

After 2 or 3 rounds, you can introduce item cards. Each team receives 3 item cards. Each card can only be used once and is removed from the game when used. The effects of each card are as follows:



### **Negi-Sword**

Instantly take over an occupied area without having to play janken.

(can be blocked)



### **Niku dango - Bow**

You can take over any area on the map even if you're not touching it. You still have to janken if it's already occupied.

(can be blocked)



### **Konjac - Shield**

Prevents enemy teams from taking your area if you lose janken.

(use after janken is played)

When a team uses an item, you can click on its picture on the game board to remove it.

## Extra info

- You can change the names of the locations on the map. Just click and edit the textbox. You can also add pictures. Just make sure there is an empty space so that you can click to change the colour.
- Since it's a team effort, try to make the questions a little more substantial. Sentence building or mistake fixing type questions work well. Students can use their textbook/picture dictionary.
- I recommend using a mouse when clicking the map. Make sure your cursor turns into a hand icon before you click the map space.

