

## APPENDIX 4

### Primary Japanese Resources

#### TEXTBOOKS AND ACTIVITY BOOKS

- **Yonde kaite** Rajakumar, Anne. / Insight Publications 1998

Contents: Primary Japanese workbook program. Contains language lessons with extension material for fast learners, writing lessons with tracing, emphasis on correct stroke order, as well as revision and assessment lessons.

- **Primary school Japanese** Reekie, Fudeko Obazawa. / Pascal, 1998

Contents: Can be used as introduction to Japanese language and culture. Units are based on familiar topics with good illustrations and fun activities. Useful for teachers preparing worksheets.

- **Jan ken pon** Hatai, Junichi. /P.C.S. Publications 1996

Contents: In each series there is an activities and colouring book. The text is in English and Romaji, with a gradual introduction of hiragana.

- **Teach Me Japanese/ Teach Me More Japanese** Judy Mahoney / Hawker Brownlow Education

Contents: An innovative text using familiar children's songs to teach each unit of work. For example, using 'Head, shoulders knees and toes' for body parts. Includes workbook, tape and teachers' guide.

- **Gambaroo : An Activity Book For Students Of Japanese A.** Evrat-Jones / PCS Publications

Contents: Introduction and practice of hiragana, time, places, and simple vocabulary. With fun illustrations throughout. Includes text, teachers' book and cassettes.

- **I Love Japanese** L. Lewis & M. Wakatsuki

Contents: Two activity books featuring topics dealing with everyday encounters. (Suitable for ages 5-7)

- **Hiroko san no tanoshii nihongo** Maki Nemoto et al./Bonjinsha (1986)

Contents: Text produced in Japan to teach Japanese to young children.

- **OHISAMA** Mary Taguchi/ Mingei Australia

Contents: An innovative teaching scheme of 4 books that uses the image of the sun onto which activities and resources are placed for experience-based learning.

#### SOFTWARE

The following is a selection of software which would be ideal for the primary Japanese classroom:

- **All in one language fun! : multimedia games and activities, ages 3-12. 1996**

Contents: Easy-to-use vocabulary teaching/testing package in a completely target language environment. 3 screens provide activities at 3 different levels and each screen contains 9 games each, with many games having level options. Pictorial memory and matching games in bingo, card games, jigsaw formats cover basic vocabulary such as colours, clothes, furniture and school, although categories are small. Times and prepositions also featured. Frequent aural feedback and revision games with scores at the end.