

Report on 'Creative Karuta Project' workshop at 2015 JLTAV Annual Conference

- This paper reports on the workshop, Creative Karuta Project, offered at 2015 JLTAV Annual Conference in Melbourne, Australia on 17th April, 2015.
- It was presented for an hour by Mineo Kageya, Director of FROM JAPAN institute to 9 Japanese language teachers in Victoria.
- The workshop was designed to familiarize the Japanese language teachers with the educational value of Creative Karuta Project.
- follow Jomo Karuta as a model. The project was started in UK and Australia project has just started.
- The delegates created clues in English and Japanese, matched to the picture cards.
- The three games were played with the newly made clue cards after advised on how to play.
- In the questionnaire some teachers expressed their plan to include Karuta in their classroom so it seems the value of Creative Karuta Project was understood.

Summary

- Creative Karuta Project was designed to

Time	Steps	Contents	Materials
Introduction (15minutes)	1. Learn Karuta	- Uta-Karuta and Iroha-Karuta - Kyodo Karuta and Jomo Karuta	- Power Point - Video
	2. Learn project	- What is Creative Karuta Project - UK project (video) - Australia project	
CreatiteKaruta (23 minutes)	3. Choose a topic	- Topics on Japan and Australia - Choose a topic	- Power Point - Topic List - Worksheet - Karuta Paper
	4. Before writing a clue	- Write key words - Assigned a letter	
	5. Write a clue	- Write a clue in English(Alphabet) - Write a clue in Japanese(Kana) - Completing the own clue card	
Karuta Game (10 minutes)	6. Karuta game Prizes	- How to play Karuta - 1 st match with English clues - 2 nd match with Japanese clues - 3 rd match with bilingual clues	- 9 Mortlake's picture cards - Prizes (Kakinotane)
Feedback (12 minutes)	7. Evaluation	- Filling out Feedback Form - questions & answers	- Feedback Form

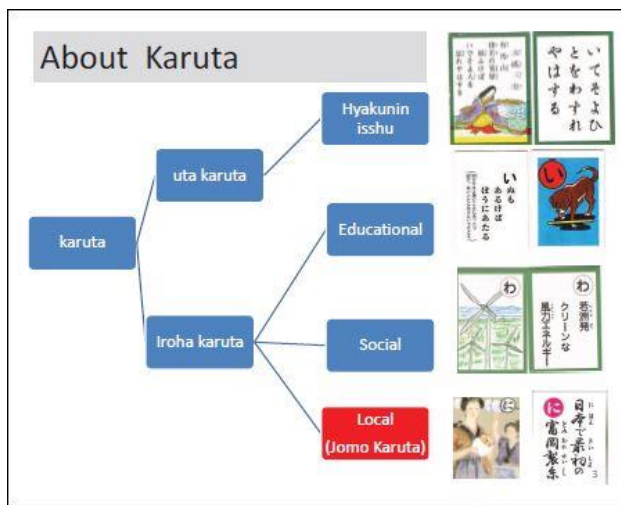
Contents of Workshop

Part 1: Introduction

With Power point presentation the following points were described.

Step 1: Learn Karuta

- There is two types of Karuta, Uta-karuta and Iroha-karuta. Kyodo Karuta themed around local communities is one of the popular Iroha-karuta to make. More than 1,000 Kyodo Karuta can be found nationwide in Japan and new ones have been added every year.
- The most well-known Kyodo Kruta is Jomo Karuta created in 1947, Gunma to promote local sprits among children. The Jomo Karuta Tournament has been annually held over 60 years.



Step 2: Learn Project

- Creative Karuta Project is designed based on Jomo Karuta as a model with the three components such as 1) producing the original version of Karuta, 2) holding Karuta Tournaments and 3) through placement of Karuta Coordinators.
- UK Project was started in 2011. Over 1,000

school children learned about Karuta and 25 Karuta cards were created since then. The Karuta Tournament was held in 2013 and 2015.

- The first Karuta Coordinator was placed with Mortlake College, VIC in March 2015 and 3 sets of Karuta cards themed around Australia and Japan were created. The first Karuta Tournament is to be held in Australia before 2020.

Part 2: Creating Karuta

Creating Karuta requires topics, picture and clue. Due to the limited time the delegates were in charge of creating clue cards which are matched to the picture cards made at Mortlake College.

Step 3.: Choose a topic

- First, each delegate chose their own topic from among 26 topics used at Mortlake College.
- The 5 topics on Australia were chosen such as Barbecue, Cricket, Koala, Uluru, and Vegemite. The chosen Japan topics were Calligraphy, Ramen, Tempura, Yukigassen.



Step 4: Before writing a clue

- They wrote down some keywords around the chosen topic in English and Japanese.
- Then they were given their own letter.

Worksheet: Creative Karuta

Name: Liz Chambers

Step 1: Write your card topic: Uluru

Step 2: Write some key words about your topic. (This will help you write a clue easily.)
600 million years old
big red rock Sacred site Ancient
in middle of Australia Aboriginal

Step 3: Write your letter: o お
おき Red rock
おき

Step 4: Write a clue in English to begin with your letter

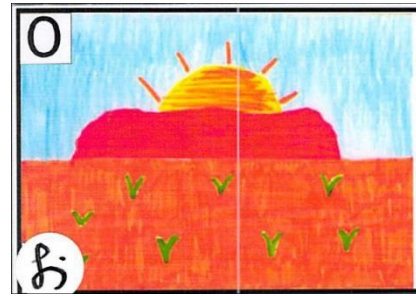
Originally 600 million years ago
this big red rock
in the middle of
Australia was at the bottom of the sea.

Step 5: Write a clue in Japanese to begin with any letter

大きいあかいいわ
オーストラリアのまん中にある
まがし海の下にある

Step 6: Write your both clues on a separate Karuta paper

大きいあかいいわ
オーストラリアのまん中にある



Part 3. Karuta Game

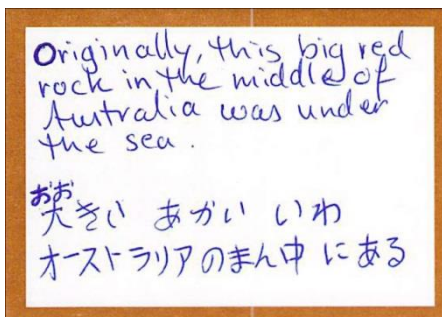
A Karuta Competition was held by using the new clue cards with Mortalake picture cards. The winners received Japanese snack, Kakinotane, as prize.

Step 6: Play karuta

- Initially Karuta rule, 'How to play Karuta' was explained.
- The picture cards were spread out on the table. The presenter is the card reader and judge. The 9 delegates were players.
- For the first match 9 English clues were read out. Nine Japanese clues were read out on the second match. On the final match the mixed 9 clues in English and Japanese were read out.
- Sometime 2 winners with the same number of most cards were found. In such case Rock, Paper and Scissors was used to decide the one winner.

Step 5: Write clue

- The delegates starting writing a clue with which the given letter starts.
- Japanese (Hiragana) clue was also composed but they could write with any letter to begin.
- As a result the total 9 new clue cards were created with English and Japanese clues.



Step 7: Evaluation

- The first letter of Japanese clues was written on the picture cards on the chose topics.
- Finally the Feedback form is to be completed by the delegates.

Evaluation/Achievements

7 feedback forms were submitted with rating '5' which means 'very good'.

- According to the result of the questionnaire the delegates found Creative Karuta activity as a 'fun', 'new', 'creative', 'interactive' educational tool and expressed their plan to include it in their classroom.
- It was also found that the workshop helped a teacher understand Karuta as a tool not only to learn Hyakuninisshu, Kana but also general knowledge.

(This report was written by Mineo Kageya on 27th April 2015. Separately, the Appendix was made to provide with information such as Worksheet, Power Point, the completed 9 clue and picture cards in addition to the detailed info on Karuta and Project)

Contact:

Mineo Kageya

FROM JAPAN Institute, Tokyo

Email: mail@japan21.org

URL <http://www.japan21.org>

Voice on Feedback Form)

- Very enjoyable program. I'll do this my children, maybe at the end of the year. Thank you very much for the great program.
- A new teaching idea. Good to have a hands-on lesson. I enjoyed it.
- It was very creative, and fun!
- It was fun and practical activity to learn and use in classroom.
- Fun, quick, interactive. I didn't know that Karuta was a way of importing general knowledge. I will definitely try and make the some cards with my students.
- とても楽しかった。これから、生徒とやってみたい！
- いいアイデア。授業で使える。

