



Eigo Ganbare Team-Teaching

Level 1 - Guided Lessons





Eigo Ganbare is an educational platform designed to support English teaching in Japan. It focuses on providing practical tools and resources that help both Japanese Teachers of English (JTEs) and native-speaking teachers work together more effectively. The project emphasizes communication-based learning and aims to make English classes more engaging for students.

The site offers a wide range of materials, including digital activities, lesson modules, and classroom resources that align with Japan's English curriculum. These materials are created to simplify lesson planning, strengthen team-teaching, and give students more opportunities to practice real communication. The platform also highlights approaches that bridge cultural and instructional differences between Japanese and international teaching styles.

Eigo Ganbare was founded by Annette Lee, whose experience in the JET Program shaped the project's mission and design. Her goal is to empower teachers with accessible, student-centered tools that improve English learning outcomes. The site reflects her commitment to supporting educators and enhancing English education across Japan.

Annette Lee



Table of Content

<i>You are ~.</i>	6	<i>Does he / she have ~?</i>	62
<i>Are you~?</i>	10	<i>Who's ~?</i>	66
<i>This is ~.</i>	14	<i>What time ~ now?</i>	70
<i>That is ~.</i>	18	<i>Which do you want ~?</i>	74
<i>He / She is ~.</i>	22	<i>Where is the ~?</i>	78
<i>Do you like ~?</i>	26	<i>I, my, me, mine</i>	82
<i>I like ~.</i>	30	<i>Whose ~ is this?</i>	86
<i>What do you have ~?</i>	34	<i>Do you ~ him?</i>	90
<i>I have ~.</i>	38	<i>I am ~ing ~.</i>	94
<i>I see ~.</i>	42	<i>Don't ~! Do ~!</i>	98
<i>Let's ~.</i>	46	<i>I'm looking for ~.</i>	102
<i>What's this ~?</i>	50	<i>I can see ~.</i>	106
<i>What's wrong?</i>	54	<i>When can ~?</i>	110
<i>He / She ~ s ~.</i>	58	<i>I ~ed ~ yesterday.</i>	114

Level 1

You are ~.

I am ~.

Lesson 1-01

Grammar Point

A: Are you _____. Right?
B: No. I am not _____. I am _____.
Chopper!

Vocabulary

Luffy	Brook
Zoro	Lucci
Nami	Doflamingo
Sanji	
Robin	
Franky	

Prep Time



20 - 30 min

PaperType



B4

Class Time



40 - 50 min

Difficulty



Easy

Grammar Point

A: I am [color]. I am from [country]. Who am I?
B: You are [name]. Aren't you?
A: Yes, I am. That's right!
(No, I am not. Try again.)

Vocabulary

blue	Japan
black	USA
yellow	
red	
brown	
white	



Content

Introduction

The Japanese Teacher of English (JTE) and the Native English Teacher (NET) greet the students.

The JTE gives a brief review of the lesson taught the previous day. Together with the NET, the students then move on to the conversation section of the lesson.

The NET begins with a warm-up activity. Go to:

<https://en.eigoganbare.com/warm-up>.

Using the Teacher Tool, upload the vocabulary for the themes “You are ~.” and “I am ~”. Follow the online instructions to play Word Scramble, Word Match, and Word Bingo with the students.

After the warm-up, the JTE introduces the grammatical target point to the class.

<https://en.eigoganbare.com/english-level-1>

Activity 1

The NET displays a picture on the projector screen. The JTE and NET perform a model dialogue for the students to observe.

Students then practice the dialogue twice with the NET, followed by reading the vocabulary aloud together.

After that, students pair up and decide who will be A and who will be B. They role-play the dialogue with their partner, then switch roles.

Activity 2

The JTE and NET perform a model dialogue for the students to watch.

Students then practice the dialogue twice with the NET, followed by reading the vocabulary aloud together.

Students then pair up and perform the role-play activity, switching roles after each question. Each student must write down their partner’s answers.

=====

After the role-play activity, students participate in a speaking activity. Students are divided into six groups and form a straight line from the front of the classroom to the back.

The first student faces the second student and says, “I am [name].”
The second student replies, “You are [name].”

The second student then turns to the third student and repeats the process. This pattern continues until the final student, who completes the chain by speaking back to the first student.
The group that finishes first is the winner.

Activity 3

The NET begins the digital activities on:

<https://en.eigoganbare.com/digital-activity-01>

NET select the digital activity for “I am~. You ~.”

Students are divided into six groups, and each group selects a team leader. The JTE assigns group names from Group A to Group F.

For this Photo Flash game, the ALT begins with Question 1 and selects Fast Mode. In Fast Mode, several images are displayed briefly on the screen. Students work together to memorize the names of the images.

When a group believes they know the correct answer, the team leader raises his or her hand and reports the images to the NET. If the response is correct, the group earns one point.

If no group answers correctly in Fast Mode, the ALT repeats the question using Medium Mode, which displays the images at a slightly slower speed. If necessary, the question is shown again in Slow Mode. The same procedure is followed until Question 3.

Say goodbye to the class and end the lesson.

You are ~.

A: You are _____.
Right?

B: No. I am not _____.
I am Chopper!



Role Play!

1.  Luffy	2.  Zoro	3.  Nami
4.  Sanji	5.  Robin	6.  Franky
7.  Brook	8.  Lucci	9.  Doflamingo

I am ~.









A: I am [color]. I am from
[country]. Who am I?

A: Yes, I am. That's right!
(No, I am not. Try again.)

B: You are [name].
Aren't you?

Role Play!

1.  blue Japan	2.  black USA	3.  yellow Japan
4.  red USA	5.  brown Japan	6.  white USA

Write your partner's answer.

1	2	3

Activity!
Make a line for
each team.



I am ~.

You are ~.
I am ~.



Level 1

Are you~?

Lesson 1-02


Grammar Point

A: Are you in a school club?
B: Yes. I'm in a school club.
A: Are you a _____ club member?
B: Yes, I am. (No, I'm not.)

Vocabulary


soccer
tennis
basketball
track and field
archery
brass band

Prep Time




20 - 30 min

PaperType




B4

Class Time



40 - 50 min

Difficulty



Easy

Content

Introduction

The Japanese Teacher of English (JTE) and the Native English Teacher (NET) greet the students.

The JTE gives a brief review of the lesson taught the previous day. Together with the NET, the students then move on to the conversation section of the lesson.

The NET begins with a warm-up activity. Go to:

<https://en.eigoganbare.com/warm-up>.

Using the Teacher Tool, upload the vocabulary for the themes “Are you ~?” and “Are you from ~?”. Follow the online instructions to play Word Scramble, Word Match, and Word Bingo with the students.

After the warm-up, the JTE introduces the grammatical target point to the class.

<https://en.eigoganbare.com/english-level-1>

Activity 1

The NET displays a picture on the projector screen. The JTE and NET perform a model dialogue for the students to observe.

Students then practice the dialogue twice with the NET, followed by reading the vocabulary aloud together.

After that, students pair up and decide who will be A and who will be B. They role-play the dialogue with their partner, then switch roles.

Grammar Point

Are you from ~?
No, I am not.
(Yes, I am.)

Vocabulary

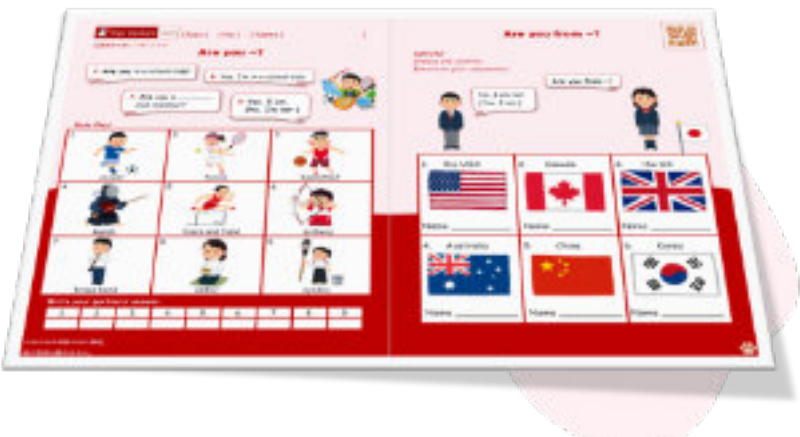
the U.S.A.
Canada
the U.K.
Australia
China
Korea

Activity 2

The JTE and NET perform a model dialogue for the students to watch.

Students then practice the dialogue twice with the NET, followed by reading the vocabulary aloud together.

The JTE then instructs the students to choose a country they like and pretend they are from that country. After choosing, the students participate in a whole-class role-play activity. When a student receives a “yes” answer, they sign their name.



Activity 3

The NET begins the digital activities on:

<https://en.eigoganbare.com/digital-activity-01>

NET select the digital activity for “Are you ~?”

Students play the Concentration game and are divided into six groups, with up to eight members in each group. In this activity, students try to guess which country is hidden.

How to Play the Concentration TV Game

- A set of numbered panels appears on the screen, each hiding part of a picture.
- Teams take turns choosing a number to reveal a panel.
- After each reveal, they try to guess the hidden picture (in this case, a country).
- If the guess is incorrect, the next team chooses another panel to uncover more clues.
- The game continues until a team correctly identifies the hidden country.

Say goodbye to the class and end the lesson.

Are you ~?

A: Are you in a school club?

B: Yes. I'm in a school club.

A: Are you a _____ club member?

B: Yes, I am.
(No, I'm not.)



Role Play!

1. soccer	2. tennis	3. basketball
4. kendo	5. track and field	6. archery
7. brass band	8. sadou	9. syodou

Write your partners' answer.

1.	2.	3.	4.	5.	6.	7.	8.	9.

Are you from ~?



Activity!

Choose one country.

Interview your classmates.



No, I am not.
(Yes, I am.)

Are you from ~?



1. the USA



Name _____

2. Canada



Name _____

3. the UK



Name _____

4. Australia



Name _____

5. China



Name _____

6. Korea



Name _____

Level 1

This is ~.

Lesson 1-03

Grammar Point

This is an apple.

Vocabulary

peach

watermelon

orange

banana

strawberry


pear

melon

kiwi


pineapple

Prep Time




20 - 30 min

PaperType




B4

Class Time



40 - 50 min

Difficulty



Easy

Content

Introduction

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After the warm-up, the JTE introduces the grammatical target point to the class.

<https://en.eigoganbare.com/english-level-1>

Activity 1

The NET displays a sample tic-tac-toe board on the projector, and the JTE and NET demonstrate the activity while modeling the target sentence.

Next, students practice reading the vocabulary aloud together with the NET.

Students then work in pairs and play janken (rock, paper, scissors) to decide the order of play. On each turn, a student produces the target sentence correctly and marks a space on the tic-tac-toe grid. Partners take turns until one student completes a line of three marks and wins the game.

Is this ~?

Grammar Point

A: **Is this ~?**
B: Yes, it is. Do you need one?
A: Yes.

Vocabulary

tape

clear file

chalk

binder

magnet

maker



Activity 2

The JTE and NET perform a model dialogue for the students to watch.

Students then practice the dialogue twice with the NET, followed by reading the vocabulary aloud together.

Students then pair up and perform the role-play activity, switching roles after each question.

Activity 3

The NET begins the digital activities on:

<https://en.eigoganbare.com/digital-activity-01>

NET select the digital activity for “This is ~. Is this ~?”

Students download or receive a link on their school tablets to play the tic-tac-toe game again in a digital format. (If the NET has access to an editable PowerPoint, the images on the slides can be changed from those used in the worksheet to provide variety and maintain student interest.)

Say goodbye to the class and end the lesson.

This is ~.



Role Play!
Play tic-tac-toe.

1. a peach	2. a watermelon	3. an orange
4. a banana	5. a strawberry	6. a pear
7. a melon	8. a kiwi	9. a pineapple

Is this ~?



A: Is this ~?

B: Yes, it is. Do you need one?

A: Yes.

Role Play!

