**Janken Race Game**

Choose a starting point on the circle and place your counter there. Your partner should be opposite you.

Play janken. The winner can move forward the following number of spaces:

 Win on ぐう　　 3 spaces ![Description: C:\Users\jec\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\KRVBLN66\MC900040193[1].wmf]()

 Win on ちょき　 2 spaces ![Description: C:\Users\jec\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\0SAGZL1T\MC900432594[1].png]()

 Win on ぱあ 1 space

The aim is to catch up to your partner. When you land on the same space your partner is on, **you win** the round. Colour in the tile and start a new round. When all the tiles are coloured, the winner is the person with the most tiles.

**Note – you MUST say the sound for each HIRAGANA tile you land on.** If you make a mistake or are unable to remember the sound, you must go back.

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