

A Weekend You Remember

Sharing stories from any weekend that stays with you — big or small.

忘れられない週末の話をしよう。

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WARM-UP

Teaser Round

- Write one sentence about a weekend you remember.
- Share with your neighbour.
- Big or small — any reason.

BEGINNING A STORY

It all started when...

A natural way to begin a story.

EXAMPLE

"It all started when I missed my train and had to wait an hour."

きっかけは～

A SUDDEN EVENT

Out of nowhere,

Something happened suddenly.

EXAMPLE

"We were walking quietly. Out of nowhere, it started to rain."

突然、

THINGS ESCALATE

To make things worse / better,

Something else happened — good or bad.

EXAMPLE

"I was already late. To make things worse, my phone died."

さらに悪いことに / さらに良いことに

RESOLUTION AFTER TIME

Eventually,

After some time, this happened.

EXAMPLE

"We walked for an hour, lost. Eventually, we found a small café."

結局、

REFLECTING ON THE PAST

Looking back,

Thinking about the past now.

EXAMPLE

"Looking back, that was one of my favorite weekends."

振り返ると、

ACTIVITY 1

Story Map Mingle

- 1** Inner ring + outer ring.
- 2** Tell your weekend story (~90 seconds).
- 3** Partner fills in your Story Map card.
- 4** Rotate. Collect three stories.

YOUR HANDOUT

Story Map Card

Setting

Where were you?

What happened

What did you do?

What you remember most

Why does it stick?

ACTIVITY 2

Curious Listener

- 1** A tells a story (~90 seconds).
- 2** B writes 2 keywords from the story.
- 3** B asks 2 specific follow-up questions.
- 4** Then swap — B tells; A writes and asks.
- 5** Rotate twice (3 pairs total).

BE CURIOUS, NOT QUIET

Good Follow-Up Questions

What did you do next?

How did you feel when that happened?

Who were you with?

What happened after that?

ACTIVITY 3

Class Storyboard

- 1** Six blank panels on the board.
- 2** Each panel = one student's real weekend moment.
- 3** Connect each panel with a transition phrase.
- 4** We read the full story together.

TODAY'S TAKE-AWAY

One Phrase to Keep

*What's one thing you said today
that you want to remember?*

TWO MINUTES · ONE PAPER

Exit Ticket

- Four short questions.
- Your answers shape future lessons.