

“Past & Present Predictions” Game

Your Goal: Guess your partners' answers about their life in 1990!

How to Play (Groups of 3):

1. **Student A:** Draw one card from the deck and read the question aloud.
2. **Students B & C:** Silently think about Student A. *Predict* what their answer is for 1990.
3. **Students B & C:** Share your predictions. For example, “Keiko-san, I think you used to write letters by hand.”
4. **Student A:** Reveal your real answer for 1990!
 - If a prediction was correct (or very close), that player gets **1 point**.
5. **Student A:** Now, answer the same question for your life today (2025).
6. The turn is over. Now it's **Student B's** turn to draw a card.

Target Language:

- **Focus:** Structures for comparing past and present (“I used to...”, “Back then...”, “Nowadays...”, “Compared to 1990...”), simple past for narration.
- **Phrases/Vocabulary:** (Focus on B1 items that expand their range)
 - **take for granted:** (verb phrase) to not realize or show that you are grateful for how good something is. “We take smartphones for granted now.”
 - **landline phone:** (n.) a phone that is connected to the phone system by wires, not a mobile phone. “In 1990, everyone had a landline phone at home.”
 - **drastically:** (adv.) in a way that is severe and sudden or has very noticeable effects. “Communication has changed drastically since 1990.”
 - **inconvenient:** (adj.) causing problems or difficulties. “It was inconvenient to meet friends without a mobile phone.”

Exit Ticket / 今日の感想

Name: _____

1. What part of today's lesson did you enjoy the most?

2. Was today's lesson: (Please circle one)

Too Difficult / Just Right / Too Easy

3. Was the vocabulary: (Please circle one)

Too Difficult / Just Right / Too Easy

4. Any other comments or suggestions for future lessons? (Optional: Write in English or Japanese)