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NCTA TIP - Japan
Grades 9/10 Language Arts
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Haiku Deathmatch

Purpose: This lesson will provide students with literary and cultural exposure to Japan. Each student will gain a basic understanding of Haiku poetry, the most important form of Japanese poetry, and Sumo Wrestling, the national sport of Japan. After gaining an understanding of each, students will participate in a Haiku Deathmatch, similar to a Slam poetry session.

Estimated Duration: 5-6 45 minute class periods

Materials & Resources:

Sample Haiku Poems	Pencils	Paper
Leaves	Felt Tip Markers	Haiku
Cards		
<u>The Sound of Water</u> by Scott Hammill		(teacher made)

This unit can be cross-curricular with Social Studies exploration of Japan.

- Resources for this lesson:

Haiku Lesson Plan -
<http://www.teachervision.fen.com/poetry/lesson-plan/5637.html>

Haiku for People - <http://www.toyomasu.com/haiku>
Sumo Wrestling - from Wikipedia.com

Teacher Preparation:

Basic understanding of Haiku
5-7-5 format based on nature
Most important form of Japanese poetry
Not an established independent poetic form until 1890s
Not Complicated - keep it simple
List of websites for students to visit about Sumo Wrestling
Originated around 794-1185

-used to be used to settle political disputes & entertain the gods

Did not become a sport until the 20th century

<http://www.crystalinks.com/sumo.html>

<http://en.wikipedia.org/wiki/Sumo>

<http://www.asainartmall.com/sumoarticle.htm>

<http://www.sumotalk.com/history.htm>

Day One:

Introduction to Haiku Poetry

Basic practice with students

Day Two:

Refine Writing

Leaf & Nature activity

-students rub leaves onto paper

- then write haikus on top (these can be added to the storybook)

Day Three:

Webquest on Sumo Wrestling

Exploration of Japan and how Haiku is one of its oldest written art forms, and how Sumo wrestling is its oldest and most respected sport. This relation is created to help students explore two aspects of Japanese culture while interacting with each other in a manner that allows them to demonstrate their knowledge and skills.

Day Four:

Select Teams & Practice for the deathmatch

Students create teams of 4

They then create and practice their haikus for the competition the next day

Day Five:

Deathmatch competition

Student teams go against each other, teams not participating in the battle taking place vote on the better Haiku, winner moves on to the next round. Final team standing (not pushed out of the ring) is the winner. Student poems are recorded to create the storybook.

Day Six:

Create Storybook - students create illustrations and final copies for binding.

They select their best work for publishing, add finishing touches, create a meaningful illustration.

Name _____

Sumo Wrestling

<http://www.sumotalk.com>

1.) What is Sumo Wrestling?

2.) What is Shinto?

3.) Define the following words:

Gyoji -

Mawashi -

Rikishi -

Shiko -

Torikumi -

Yusho -

<http://www.crystalinks.com/sumo.html>

4.) When did Sumo originate?

5.) What was it used for?

6.) When did it become an official sport?

7.) What is the wrestling ring like?

Miscellaneous

8.) How does one win a Sumo bout?