第二十四回日本語コンテスト

24th ANNUAL JAPANESE LANGUAGE CONTEST

The 24th Annual Japanese Language Contest is scheduled for Saturday, March 12th, 2022, Capital Federal Conference Center in the Regnier Center JCCC 11190 Quivira Rd, Overland Park, KS 66210.

The 24th Annual Japanese Language Contest is hosted collaboratively by the Japanese Consulate at Chicago, Heart of America Japan-America Society (HAJAS) and the Japanese Language Contest (JLC) Committee. Sponsors include the Japanese Consulate at Chicago, Kansas University Center for East Asian Studies, JCCC-Communications Division, Olathe District Schools Japanese Language Program and the JET Alumni Association.

We continue to provide this opportunity for friendly competition and networking so that your Japanese students can showcase their Japanese language skills and enjoy meeting other students across the region either virtually or in person. Competitive Events include those listed below with additional details on the following pages:

Six (6) Online / Digital submission EVENTS	Three (3) IN-PERSON EVENTS
I.書道 Calligraphy	I. かな かるた (ひらがな & カタカナ)
	Hiragana and Katakana Karuta
2. 短歌 Tanka poem	2. 漢字かるた N4 Kanji Karuta
3. 四コママンガ Four Panel Manga New!	3. 漢字かるた N5 Kanji Karuta
On-line quizzes <i>New!</i>	
4. JLPT N4 たんご & ぶんぽう クイズ (vocab & grammar quiz)	
5. JLPT N5 たんご & ぶんぽう クイズ (vocab & grammar quiz)	
6. 日本文化クイズ - Japanese Culture Quiz	

ENTERTAINMENT:

THREE TRAILS TAIKO TATSUMAKI YOSAKOI DANCE TEAM Japan Trivia Game in English-Audience Participation

INFORMATION BOOTHS:

JCCC, Kansas University, Butler Community College, Wichita State University, KC Art Institute JET Alumni Association and the Japanese Consulate, Heart of America Japan America Society

Souvenirs, Crafts, and LUNCH

HAJAS Bazaar Lunch provided by JCCC Catering Services (pre-order required) Olathe District Schools Japan Study Tour 2022

Registration and submission deadline is February 18, 2022 (Free T-Shirt for each registrant!)

Please review the attached documents for more detailed information on individual events. Entry fee covers a souvenir Japanese Language Contest T-Shirt featuring a unique design by KCAI student(s) and as many events as a student should wish to enter. Some events are level specific. Be sure to register for your level of Japanese. Direct any questions you may have to :kcjlangcont@gmail.com

*Special Invitation for JLC LOGO design Contest: details on the last page of this information packet



24th ANNUAL JAPANESE LANGUAGE CONTEST

Saturday March 12th, 2022

Capital Federal Conference Center in the Regnier Center at JCCC 11190 Quivira Rd, Overland Park, KS 66210

Check-in: 10:00-10:30 Contest & Events: 11:00 – 4:30

11:00 Welcome, Introductions, Information

Greetings from HAJAS and the Japanese Consulate at Chicago Introduction of Japanese Language Specialists Committee, judges, and special guests

11:00 - 3:00 - Sales and Promotional Tables Open

11:15 In-person Kana Karuta Contest (Level 1 HS or 1st semester College Students Only)

12:00 Submission Winners Announced: (digital submission deadline – February 18) 書道 shodou-calligraphy 短歌 Tanka-poetry 四コマ漫画 yon koma manga-4 panel manga

Announcements and information from area schools and sponsors

11:30 - 1:30 Box Lunch - Provided by JCCC Catering (pre-order required)

12:30 In-person N5 Kanji Karuta (High School Level 2 and College 2nd and 3rd Semester students) N4 Kanji Karuta (High School Levels 3 & 4 and College 4th + Semester students)

 1:00 on-line N5 vocabulary and grammar Quiz or on-line N4 vocabulary and grammar Quiz
1:30 on-line Japanese Culture Quiz – Open to any student of Japanese

- **1:30** Three Trails Taiko
- **2:30** Tatsumaki Yosakoi dance team
- 3:30 Audience Participation Kahoot Game Japan Facts and Trivia
- **4:00** Awards and Closing Remarks

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Registration / Entry Form

Complete the registration form, pay your \$15 entry fee (by credit card), indicate your T-Shirt size, and indicate your lunch choice (provided at no cost to in-person contestants) at this link:

https://kcjas.org

(Registration opens on January 22nd)

Events: For digital submissions, upload your work to the appropriate padlet link (see below). Uploading window will open on January 22 and close on February 18 at midnight.

HS & College Level 書道Calligraphy This is a digital submission.

Select up to two words from the following 5 choices.

a. ホープ (hope in katakana) b. さいかい (means reunite) c. きぼう (means hope)

d. 春よ来い (はるよこい means spring, please come) e. 希望 (きぼう means hope)

Upload your calligraphy work to this padlet link: <u>https://padlet.com/contestboard/o422mjg3w0h3yd6o</u> Please upload your calligraphy work here. Click the plus symbol (+) that appears under the examples, upload a picture of your calligraphy, enter your full name in "Subject", and click "Publish".

Elementary Student 書道 Calligraphy This is a digital submission.

Select up to two words from the following 6 choices.

a. パンダ (panda in katakana) b.トラ (tora, tiger in katakana) c.やま (yama, means mountain)

d. とら (means tiger) e. 山 (mountain) f. 寅 (tiger)

Upload your calligraphy work to this padlet link: https://padlet.com/contestboard/o422mjg3w0h3yd6o

Please upload your calligraphy work here. Click the plus symbol (+) that appears under the examples, upload a picture of your calligraphy, enter your full name in "Subject", and click "Publish".

たんか 短歌 Tanka in English – Open to any level of student. This is a digital submission.

短歌日本語のたんか_- Open to any level of student. This is a digital submission.

Upload your tanka to this padlet link: https://padlet.com/contestboard/87s13wd6dpg8oaob

Please upload your English Tanka or Japanese Tanka here. Click the plus symbol (+), upload your file, enter your Tanka in the "subject", enter your full name in the space for "add a caption", then click "publish". It will say "waiting for approval" once posted.

You can find the English Tanka template here:

https://docs.google.com/presentation/d/1UmraRu9DOybl8OZqypqq8rhnq00phYibAbWRaj3yALk/edit#slide=id.g10 b2113ad8b_0_4

You can find the Japanese Tanka template here:

https://docs.google.com/presentation/d/13YU9qU5FqWOv2_D1uJmfZWXk12_qNEOl2GO-BQMGkIc/edit#slide=id.g10b2113ad8b_0_4.

ょんこ ままんが 四コマ漫画 - Four panel Manga information on next page

ょんこままんが にほんご 四コマ漫画 - 日本語 Four Panel Manga-Japanese only. Open to any level of student.

This is an on-line submission.

Upload your manga to this padlet link: <u>https://padlet.com/contestboard/qvphfpv2drgq5ucu</u> Please upload your Manga here. Click the plus symbol (+), upload your file, enter the title of your manga in "Subject", enter your full name in "Add a caption", then click "Publish".

On-line Quizzes - March 12 (you will receive a link for the quiz(es) in the email you provide)

N5 Level Vocabulary & Grammar Quiz OR N4 Level Vocabulary & Grammar Quiz Japanese Culture Quiz – Requires some Japanese language ability

In-person events - March 12 at JCCC

かな かるた – Open to High School Level 1 and College – Beginning level - 1st Semester Only N5 かるた – Open to High School Level 2 and College – 2nd or 3rd Semester Only N4 かるた – Open to High School Level 3 or 4 and College – 4th Semester or higher

We follow JCCC and local mandates for in-person gatherings. If the in-person event is cancelled, you will be notified by email. All digital and on-line events will be held as planned.

JCCC policy requires facial coverings for all in-person gatherings

EVENT GUIDELINES

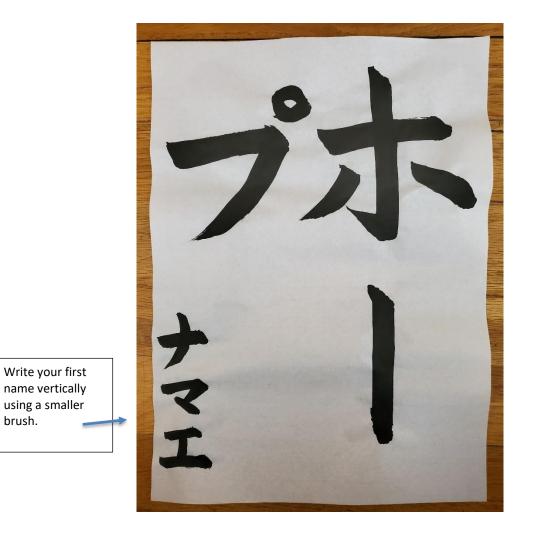
SHODOU CONTEST: Any level of student may enter. Each contestant may enter a maximum of two calligraphy samples in the contest (same or different characters). Hanshi, or Japanese calligraphy paper, must be used. (The size of the paper must be $13" \times 9 1/2$ ".) Contestants must use proper side of Hanshi and a calligraphy brush specifically intended for Japanese calligraphy. A small brush is to be used for the **FIRST NAME** of the calligrapher, placed in the lower left corner. The name should be significantly smaller than the character(s) being presented. As for ink, use Bokuju, or India ink. Please reference the examples posted on the padlet link for guidance. Calligraphy entries must be submitted by February 18th, 2022.

Judging criteria for the Shodou Contest will be:

Judges will check for proper strokes and brush movement, including proper stops and hooks. Judges will also look for appropriate thickness of the strokes and overall balance of the character on the page.

A clear scan or picture should be uploaded to padlet by February 18th, 2022. Enter your name in the "subject" box.

Samples are provided on the padlet link.



Tanka Contest: Any level of student may enter. Tanka are written typically to express an emotion or to commemorate an event. Contestants are urged to research and read collections of tanka to use as inspiration for their own original tanka. Tanka must be submitted with your registration no later than February 18th, 2022 to the appropriate padlet link.

はる こ The 2022 Theme for Tanka is 春よ来い

Judging criteria for the Tanka Contest will be:

For Japanese tanka: Use of Correct Format (5-7-5-7-7 Syllables in Japanese), an accurate English translation, appropriate image for all ages, and the ability of the tanka to evoke the intended emotion or reverence for the chosen event.

For English tanka: Use of Correct Format (5-7-5-7-7 Syllables), appropriate image for all ages, and the ability of the tanka to evoke the intended emotion or reverence for the chosen event. **Font Size:** Use a minimum font size of 18 pt on your slides

Balance: Consider the overall balance of the composition, the size of the poem to the image, the interpretation of the image with the poem, and the overall positioning of the written and graphic parts of the slide. Templates are provided on the padlet links (see below).

For Japanese Version:

Create a PPT Slide that has your 短歌 written vertically in Japanese with your name, an English translation, and a corresponding image. Remember to start your poem vertically on the right with the first line, and progress line by line to the left (see examples). All images used must be original or free use images-without copywrite or watermarks.

Note formatting of the PPT slide is open to the individual, the following are just meant as visual examples of possible pieces.

Japanese Tanka – Template: https://docs.google.com/presentation/d/13YU9qU5FqWOv2_D1uJmfZWXk12_qNEOl2GO-BQMGkIc/edit#slide=id.g10b2113ad8b_0_4 Japanese template looks like this:



Example of Japanese Tanka



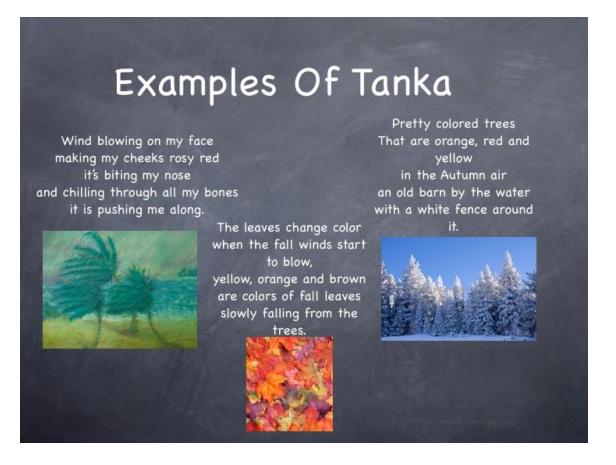
For English Tanka: Create a PPT Slide that has your Tanka Poem written horizontally in English with your name, and a corresponding image. All images used must be original or free use images-without copywrite or watermarks.

ENGLISH TANKA TEMPLATE:

HTTPS://DOCS.GOOGLE.COM/PRESENTATION/D/1UMRARU9DOYBL8OZQYPQQ8RHNQ00PHYIBABWRAJ3YALK/EDI T#SLIDE=ID.G10B2113AD8B 0 4



English Tanka Example: https://www.poemsearcher.com/topic/examples+of+tanka



TANKA MUST BE POSTED TO PADLET BY February 18th, 2022. Enter your Tanka title in the "subject" space and enter your first and last name in the space for "add a caption".

四コマ漫画: Any level of student may enter. Choose any theme or topic for your manga. Four panel manga, or *Yonkoma manga*, is a traditional form of entertainment in Japan. Each comic is comprised of four panels (read left to right, then top to bottom) each with a distinct job used to tell a story. The first panel is used to set the scene, providing a setting, situation, and characters. The second panel builds upon the first panel. The story should progress but not provide any major plot changes. At this point the story sets up for the pun, often

using a slight twist. It is like the punchline in western stories, the pun serves as the falling action. The fourth panel brings the story to its conclusion usually in a comical matter.

Judging criteria for the 四コマ漫画:

Originality-How close is it to other examples on the internet vs truly original

Images-Borrowed images should be copywrite/water mark free/ free use, or should be original art work **Creativity**-Do you use language in a creative fashion to create puns or set the scene, all dialogue, words, and sounds should be in Japanese

Formatting-Is it easy to follow the action/plot from one panel to the next **Overall Content**-Does the content cover a cultural theme and is it appropriate for ages

四コマ漫画 Example:





Don't forget to enter the title of your manga and your first and last name when you upload your work to padlet. Deadline: February 18th, 2022.

ON-LINE JLPT N5/ N4 GRAMMAR AND VOCAB, AND CULTURE QUIZZES:

The JLPT N5 Grammar and Vocab Quiz is recommended to students in their first year to second year of study. The JLPT N4 Grammar and Vocab Quiz is recommended to students who have studied for 3 or more years. The Culture Quiz is open to all levels of Japanese students.

Students can choose to take either the N4 OR the N5 vocabulary & grammar quiz. Students may also take the Japanese culture quiz.

They will be held on the *quizizz* platform with the join codes and instructions sent out the day of the contest via the email the student provides.

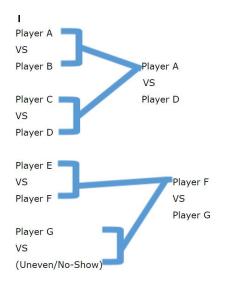
The winner will be determined by the points accrued through the *quizizz* program.

KARUTA TOURNAMENT FOR かな, JLPT N5 かんじ, AND JLPT N4 かんじ:

Single elimination bracket: The tournament will be a single elimination bracket where players are randomly paired with an opponent. Each match will have a single winner who will advance to the next round. There will be no draws. The loser of each match is eliminated from the tournament. The winners of each match advance to the next round where they will be randomly paired again with players still active in the tournament. This will continue until only two players remain for the title match.

No-Shows: If your opponent fails to show up for a round, then they automatically forfeit the round and do not advance.

Uneven number of entrants: In the case that there is an uneven number of entrants into the tournament, the player will get a pass on the first round as if their opponent was a no-show. See example:



Tournament Play Setup:

1) The Karuta game is between two players, who sit on the floor facing each other. First they bow and say Yoroshiku onegaishimasu. The Karuta game begins with a bow, and finishes with a bow, like a Judo match. Politeness is very important.

2) The Yomi-fuda (Reader) put all the Tori-fuda (playing cards) on floor facing down, and mix them up well. Then the Yomi-fuda will divide the cards between each player. There will be an uneven number of cards between the two players.

3) Each player will place their cards face up in front of them in no more than 3 rows. Each player arranges the cards in rows in an order that they can most easily memorize.

4) After each player places the cards, the Yomi-fuda times a 2-minute period for the players to memorize the placement of their cards and their opponent cards (which they will need to read upside down). The Yomi-Fuda will announce after 1 minute of memorization that players can practice reaching fast for cards, but cannot touch the cards yet.

5) When memorization time is over, the Yomi-fuda declares the beginning of the game. Players bow to each other saying yoroshiku onegai shimasu, and bow to the Yomi-fuda.



Tournament Play:

1) The rounds will alternate between hiragana and katakana character karuta. The title match will be a combination of hiragana and katakana words. The Yomi-fuda will read the hiragana or katakana word. The players are listening for the first character read and are trying to get the correct picture card first. The only exception would be in the case of " λ ". If λ is used, the Yomi-fuda will emphasize the λ in the word. The cards will have the character in the corner, and a picture that represents the word associated with it.

The Yomi-fuda will repeat the word until the card is chosen.



3) Immediately after identifying the character, the players compete to take the matching Torifuda as fast as they can. Skilled players do not need to look before grabbing the card as they have already memorized the position during the memorization time.

4) In order to get the card one is to touch the correct card first. You may NOT swipe out an entire row as pictured.

5) The player who takes the correct card and shows it to the Yomi-fuda first keeps it as a point. The Yomi-fuda will be the referee in awarding points.



6) In the case of a tie, players will Janken for the point. It will be a single Janken for the point, not the best 2 out of 3.

7) After each point, players place any scattered cards back in their original places, and straighten up any cards moved askew. After the point is awarded play continues until all cards are cleared from the floor.

8) The winner is the player with the most points. There will be an uneven number of cards so ties will not be possible. The winner will advance to the next round in the bracket. The title match will be played under the same rules and setup, the only difference will be the cards will be a mix of hiragana and katakana words, not just one set at a time.

Japanese Language Contest LOGO Design Contest!

This contest needs a logo! The JLC organizers invite college students with an interest in graphic design and Japanese to submit a logo design. We plan to use the logo on future correspondence, posters, promotional materials, and a banner to be displayed at future contests. The winner of the logo contest will receive a special prize from the Japan Foundation and the Japanese Language Contest organizers.

Submission Guidelines and How to Enter

1. The contest is open from January 22nd until February 18th, 2022.

2. All entries must be submitted electronically as a JPG file to the Japanese Language Contest email: <u>kcjlangcont@gmail.com</u> Submissions must include the full name of the person who designed the logo, their college or university, personal email address, postal address, and telephone number.

3. One or more submissions per person is acceptable. Each submission must be sent in a separate email.

4. There is no fee to enter the contest.

Logo Design Guidelines and Parameters

The purpose of this contest is to design a logo to be used by the Japanese Language Contest organizers.

The logo should be inspired by Japan, Japanese Language, and the Midwest.

Entries must be submitted as JPEG files. For quality reproduction purposes, the winning entry must later be submitted in a scalable vector graphic format (EPS). Color must be CMYK colors, up to 5 colors, though the logo may also be produced in black and white. Contestants are advised to avoid gradients and half-tones. The logo must be easy to use, handle, resize, and manipulate for all reproduction purposes. It should be visually appealing on both small and large scales.

Intellectual Property

1. Entrants affirm their submissions are their own original work and do not violate the intellectual property rights of any other person or entity.

2. Submissions become the sole property of the Japanese Language Contest committee and may be used on websites, letterhead, posters, banners, and other materials.

Determination of Winner and Prize

1. The winning entry will be selected by a panel comprised of Japanese Language Contest organizers.

2. Entries will be judged on their visual appeal, adherence to the concept prompting the contest, quality of design, and ease of reproduction for the purposes stated above.

3. The winner will be notified via email and recognized at their institution and the Heart of America Japan America Society website and related social media.