

# **National Junior Japan Bowl Competition Guide**

## **Background and History**

In 1992, the Japan-America Society of Washington DC created the Japan Bowl, an academic competition for American high school students who are learning Japanese. The competition included questions about the Japanese language and culture, society, geography, history, and daily life.

As the years went by, the local Washington DC-Virginia-Maryland Japan Bowl became the National Japan Bowl, attracting schools from coast to coast. Today, the National Japan Bowl is recognized around the world as the premier academic competition for foreign students of the Japanese language. Now, there are Japan Bowl competitions held around the world.

In 2016, J-LEARN, the Japanese Language Education Advocacy and Resource Network, created a “Junior Japan Bowl” for elementary school students learning Japanese. The Japan-America Society of Washington, DC, recognized it as an official Japan Bowl competition.

As the years went on, two things happened. The Junior Japan Bowl expanded to include middle school students. And it expanded beyond the Washington DC area and went coast to coast.

So today, we are proud to call it the “National Junior Japan Bowl.”

## **Junior Japan Bowl Overview**

- 1) Junior Japan Bowl is a team-based online academic competition for elementary and middle school students.
- 2) Students answer questions on the Japanese language, culture, society, geography, history, and daily life.
- 3) A team consists of two or three students from the same school and the same competition division.
- 4) Junior Japan Bowl has three competition divisions:
  - a) Level 1: Students in Grades 1-3
  - b) Level 2: Students in Grades 4-6
  - c) Level 3: Students in Grades 7-8

## **Eligibility**

Any student enrolled in grades 1-8, provided that after the age of six, they have **not** attended a school in Japan where Japanese is the primary language of instruction for more than two academic school years.

## Prerequisites

1. Registration
  - a. Only students registered to participate in the Junior Japan Bowl by the announced deadline can compete.
  - b. The Junior Japan Bowl is a team competition. Each student must be on a team of two or three students from the same school and the same competition division.
  - c. Students need to enter a **nickname** and **team name** that start with their school's initials in the registration form. **Nicknames and team names must be different.**
    - i. **The nickname must start with students' school initials and must be 13 characters or less (including spaces).**
    - ii. Students on the same team will register the same team name in their registration form.
2. Technology
  - a. Each competitor needs a device that has 1) a **webcam**; 2) a **microphone**; 3) access to **Zoom**; 4) access to **Kahoot**; and 4) the ability to **type in Japanese** (for Level 2 and Level 3 students only).
  - b. Students can use multiple devices to meet the technical requirements.
    - i. Students may use one device to log into the Zoom meeting and use another device to access Kahoot.
  - c. All students are encouraged to attend a Software Practice Session organized by J-LEARN prior to the competition.
    - i. Technical assistance will not be provided on the day of the competition.
    - ii. Students and parents are strongly encouraged to attend the software practice session together to familiarize themselves with how the software will be used during competition.

## The Competition

Junior Japan Bowl will take place on Zoom and every student will answer questions on Kahoot. Study materials, including the Junior Japan Bowl Study Guide, must be put away **before** entering the Zoom meeting. **Parents/Teachers must not be visible on camera at any time.**

1. Zoom ([www.zoom.com](https://www.zoom.com))
  - a. The Zoom meeting ID and password/passcode will be sent to students via email a few days before the competition.
    - i. A Zoom meeting link will **not** be sent. Students will need to download the Zoom app on their devices to join the meeting using the meeting ID and password/passcode.
  - b. All study materials and references, including the Junior Japan Bowl Study Guide, must be put away before entering the Zoom meeting.
  - c. Students **must enter the Zoom meeting using the nickname** they listed on their registration form as their name.
    - i. Unregistered names, including students' full names or a parent's name, will not be moved from the waiting room to the meeting.

- ii. Students will not be able to rename themselves in the Zoom meeting. Name changes must occur **before** entering the meeting.
  - d. Students will remain muted unless instructed otherwise by the moderator.
  - e. Students must use the chat function only to ask the moderator for assistance in an emergency.
  - f. Students' **cameras must be turned on** and positioned so their faces are visible at all times. **Do not use any virtual background, effects, or blurred background.** Failure to comply after three warnings from the judges via the Zoom chat function will result in the **student's disqualification** and possibly a **team disqualification**.
  - g. Teammates in the same physical space (classroom, private residence, etc.) can enter the same Zoom session.
    - i. **Enter the Zoom session using one teammate's nickname.**
    - ii. All students' faces must be visible at all times. Failure to comply after three warnings from the judges via the Zoom chat function will result in the **students' disqualification** and possibly a **team disqualification (all team members will be disqualified)**.
  - h. **If multiple teams from the same school are entering the Zoom meeting through one device (i.e., multiple teams are participating from their classroom), teachers must make accommodations to ensure that each team is afforded enough privacy and are physically separated to prevent sharing of answers between different teams.**
    - i. **Enter the Zoom session using your school initials.**
2. Kahoot ([www.kahoot.com](http://www.kahoot.com))
- a. All students will answer questions on Kahoot.
    - i. Every student competitor must enter Kahoot using their own device and play the Kahoot game.
  - b. The Kahoot game pin will be shared with students via the Zoom chat function.
  - c. Students must **use the nickname they listed on their registration form** to enter the Kahoot game.
    - i. Your nickname should be 13 spaces long (including a space after your school initials) or less.
    - ii. Nicknames cannot include numbers, special characters (including hiragana or katakana).
  - d. If a student is kicked out of the Kahoot game, they may re-enter the game using the same game pin.
  - e. **If a student cannot re-enter the Kahoot game using their registered nickname, they can add the number "1" after their registered nickname.** Add a number "2" or "3", and so on, before the nickname if you continue to experience problems.
    - i. Example: If your registered nickname is **J-LEARN Kana** you should enter **J-LEARN Kana1** (or J-LEARN Kana2, J-LEARN Kana3, etc.).
  - f. The Kahoot game will not be stopped even if students experience technical difficulties. Students' Kahoot scores will be added if they are able to re-enter the game using the protocols outlined in subsections 2.d and 2.e.

- g. Team members are allowed to collaborate with each other to answer the Kahoot questions. The use of other resources, however, including the Junior Japan Bowl Study Guide or other reference materials, including the Internet, is ***strictly prohibited***.
  - i. Teammates who are not in the same physical space (classroom, private residence, etc.) during the competition are allowed to use other means to communicate with each other (conference call, Facetime, Google Chat, etc.).
  - ii. Parents are not allowed to assist students in any way during the competition.
- 3. Scoring
  - a. The top five individual Kahoot scores will receive an individual prize.
  - b. The top five team scores will receive a team prize.
    - i. Team scores will be calculated by determining the average Kahoot score of each team.
    - ii. A team consists of two or three competitors.
- 4. Behavior
  - a. Junior Japan Bowl is a national academic competition. Student behavior will be monitored.
  - b. Students deemed to be behaving in an unacceptable manner will be removed from the Zoom meeting and disqualified from the competition.
  - c. No adults should be seen around the student(s) at any time. Failure to comply will result in the students' (or possibly a team's) disqualification.
- 5. Results & Prizes
  - a. Junior Japan Bowl is a team competition. Team scores will be the mean (average) score of the team.
  - b. Competition results will be posted by judges on the J-LEARN website on the Monday after the competition.
  - c. Students and teams that do not participate on the day of the competition (they do not join the Zoom meeting and/or they do not complete the Kahoot game) will not receive a participation prize.
  - d. Disqualified students/teams will not receive a participation prize.