

Calling all Japanese learners!

Frequently Asked Question "How can I study Japanese more effectively?"

Option 1:

Take a Japanese Class

The International Association has a "<u>List of Japanese</u> <u>Classes in Iwate</u>" in which we describe various Japanese classes around Iwate, so please feel free to contact us!



NB:

*Until the first meeting, we will contact you by e-mail, so please make sure to fill in your e-mail.

*Selecting a Supporter will take around one week. Depending on the time and content of the application, we may not be able to locate an appropriate Supporter.

*The time of the first meeting will be decided by the International Association's Language Supporter officer.

*The Supporters are giving up their time to help you learn Japanese. If you can't make a scheduled meeting, please contact either the Supporter or the International Association at least one day in advance. Students who continuously cancel lessons without prior notice will be unable to avail of the Japanese Language Supporter system in the future.

Option 2:

Study with a Japanese Language Supporter

The International Association can introduce you to a Japanese Language Supporter.

Some Japanese Language Supporters have things like qualifications and experience teaching Japanese. Others do not necessarily have qualifications but are available as language partners.

<u>Once-a-week private lessons of one or two hours are</u> <u>available free of charge.</u> (Cost of photocopies, etc. must be covered by the student.)

3 Simple Steps to Register for Lessons:

1. <u>Fill out an application form</u> for a Japanese Language Supporter

The form can be filled out at the International Association's front desk, or you can download it from our website and submit by e-mail or fax.

2. Select your Language Supporter

The International Association will pick out the Supporters who fit your needs, and contact you by e-mail (or telephone) for you to select one.

3. First meeting

Discuss the syllabus and timetable with the Supporter.

