

INSTRUCTIONS

Contents:

- 1 sack for drawing
- 80 cards with pictures of food items and kitchen equipment (incl. 40 items intended for younger players aged 4-5)
- 80 cards with names of food items and kitchen equipment (incl. 40 items intended for younger players aged 4-5)
- 10 cards with names of food categories
- 23 candy tokens, worth 1 point each
- 23 lollipop tokens, worth 3 points each
- 24 cupcake tokens, worth 5 points each
- 6 cardboard plates
- 6 double-sided boards, with a Menu on one side and a Mind Map on the reverse side
- Game instructions with scenarios for children 4 to 8 years old.

Each game proposal is accompanied by a preparatory scenario which will allow the children to efficiently memorize English words related to food.

The games are grouped according to the target age of players.



Dear Parent!

All game instructions may be adapted to home playing: the preparatory phases – you are the one who can be your child's teacher the games proper – you are the one who competes with your child/children.

Watch out: your child/children may well outplay you!

SCENARIOS FOR 4–5 YEAR-OLDS

WHAT DO I LIKE? – Preparatory phase

PART I

1. After shuffling all the 40 food cards the teacher divides them out among the children.
2. Children take turns to show one of their cards for everyone else to see. The teacher gives the name of the food item in English and the whole group repeats it. All the cards should be named.

PART II

1. The food cards go to the sack. Children draw their cards individually one by one.
2. Each child shows the card he/she has drawn and tries to name it in English. If the player does not remember the English equivalent, the teacher helps out. All players repeat the word for extra practice.

PART III

1. The cards go back to the sack one more time. Children draw their cards individually one by one.
2. After taking the card out of the sack the player says whether she/he likes a given food item or not, using the phrase ***I like ...*** or ***I don't like...*** and adding the English name of what is on the card, e.g.: ***I like cookies.*** If the player does not remember the name of a given item, the teacher helps out. All players should then repeat the word for extra practice.

WHAT DO I LIKE? – The game phase

1. The food cards chosen by the teacher get shuffled and are given out to the players. Each player gets 2 food cards.
2. All candy tokens (worth 1 point each) are put into the sack.
3. Each player, in turn, selects one of their food cards. He/she says whether or not he/she likes it (*I like...*) or doesn't (*I don't like...*) the product:
I like ... (eggs, pancakes, tea, water, juice, and so on),
or *I don't like... (eggs, coffee, apple juice, and so on).*
4. If the food item is named correctly, the child takes one candy token out of the sack (gets 1 point).
5. If the food item is named incorrectly, the child does not get the point and the picture goes to the pile with unused cards.
6. The child who gets the most points is the winner.

FOOD IN THE BAG — Preparatory phase

PART I

1. All picture cards with food and kitchen equipment go into the bag.
2. Every child, in turn, draws a card and shows it to everybody.
3. The teacher names the item in English and the whole group repeats it.
4. The sequence 1-2-3 may be repeated as needed.

PART II

1. All the cards go back to the sack.
2. Children take turns to draw a card, show it to everybody and try to name it themselves.
3. If one does not remember the word, the teacher helps out and the whole group repeats the word for extra practice.

PART III

1. All the cards go back to the sack one more time.
2. Every player draws a card from the sack and tries to name the picture.
If the child cannot name the picture, another player can take it over.
In order to do so, the player needs to say: ***Can I have + [the word], please?***

3. If the name of the picture is correct, the player keeps the card.
4. If none of the children can name the picture, the teacher does it. Then the children repeat the word and the card goes back to the sack.

FOOD IN THE BAG – The game phase

ROUND I

1. All the cards with food and kitchen equipment go to the sack.
2. The tokens are piled aside.
3. Players take turns drawing a card and try to name it in English.
4. When the child says the word correctly, he/she keeps the card and gets 1 point (the candy token).
5. When the child does not know the English name of the picture, another child can take it over, by saying: ***Can I have + [the word]?*** If s/he does, s/he gets a candy token (worth 1 point).
6. After taking out all the cards children count up the points.
7. The winner of the first round is the child who gets the most points.

ROUND II – for a stronger or older group

1. The cards with pictures of food and kitchen equipment go to the sack.
2. The teacher gives out a cardboard plate to every player.
3. The children take turns drawing one card each time.
4. The players put the cards on their plates and try to win more cards from others, using the phrase: ***Can I have + [the word]?, please?***
5. When the child forms the request correctly, he/she keeps the card and gets a lollipop token (3 points).
6. The player who has got the card with the relevant picture gives it to the asker and gets a candy token (1 point).
7. The cards collected are put aside (not on a plate) and cannot be given to other children. Children can ask only for the cards that are still on someone else's plate.
8. The game ends when the children dispose of all their cards from the plates.
9. The person who gets the most points is the winner.