

LET'S EAT
IN
ENGLISH
YOUR
SUPERCODE



Dear Mum & Dad,

To start with, let's ask a rather provocative question: what is the use of English to a child learning it in a country where virtually everyone speaks the child's mother tongue? Sadly, there seems to be very little or no use of it at all ... This is why English generally doesn't stick very well to young learners' brains. The words and phrases fade from child's memory very quickly indeed.

Now another question: does it have to be that way?! What if you made **a deal with your child** so that English becomes a **special code in your home**, a SUPERCODE in fact? If the child attempts to **use this super code to ask for something that s/he really wants**, say a second helping of their favourite dessert, or an extra can of soda drink, Mum and Dad will be a lot more willing to agree.

Naturally, in order for the child to ever do that, first s/he **needs to know how to say it in English**. That's where the game LET'S EAT in ENGLISH comes in. By playing the game, your child will easily **learn lots of really useful words and phrases** to do with preparing, ordering and eating the things s/he loves the most. And then, when chance arises, s/he will **try them out** with Mum and Dad in the kitchen, or in a canteen, or in a restaurant.

Sounds very appealing, doesn't it? And you know what – based on our extensive research and experience with the **award-winning deDOMO approach**, we can assure you that it will really work. Enjoy!

Dear Teachers,

English – your SUPERCODE is **a novel kind of a foreign language game**. Both the selection of language items and ways of activating them in the form of ready-made game scenarios are inspired by the deDOMO approach. Its central claim is that foreign language can and should be gradually “domesticated” for the young learner, i.e. made **familiar, automatic, and nearly reflex-like**. This can be done through anchoring target vocabulary and structures in **the most typical, domestic, everyday situations**, such as eating.

In line with the deDOMO approach, the game focuses on a **relatively narrow selection of target language items**, in order to give learners a real fair chance of genuinely appropriating them, by **multiple repetition in meaningful, familiar contexts** that really matter to children.

The scenarios included below have a dual function. First **they aim to teach key words and phrases** in a completely supportive, non-threatening way that will appeal even to the weakest of learners in a group. Secondly, they add a strong element of gamification to the process of **revising and consolidating** them. The latter is not only children's all-time favourite in-class activity type, but has been recently shown to bring on numerous pedagogical benefits and as such is rapidly assuming a **central role in current ELT methodology**.

It should be emphasized that all the scenarios have been extensively pilot-tested in partner kindergartens and lower primary schools. The overwhelmingly positive feedback that we have received is a good reason to believe that the game will work really well with your young learners, too!

dr Grzegorz Śpiewak,
co-author of deDOMO approach

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.



Cards for players aged 4–5:

DAIRY PRODUCTS



yoghurt



cheese



egg

DRINKS



orange juice



milk



cocoa



tea



water

FRUIT



bananas



apple



oranges

VEGETABLES



tomatoes



carrots



cucumber

KITCHEN EQUIPMENT



napkin



plate

glass



mug

DINNER



chicken soup



rice



chicken



spaghetti



fish

BREAKFAST



LUNCH



SUPPER

ketchup



DESSERT

jelly beans



ice cream



Cards for players aged 6–8:

DAIRY PRODUCTS



butter



mayo



yoghurt



cheese



egg

SUPPER



omelette



bread



pasta



ketchup



sausage



chips

DRINKS



cocktail



orange juice



milk



cocoa



tea



water

LUNCH



raisins



salad



nuts



jam



honey

FRUIT



cherries



pears



watermelon



pineapple



grapes



peaches



bananas



apple

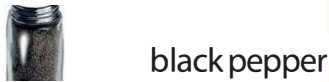


oranges

VEGETABLES



DINNER



rice

chicken



DESSERT



BREAKFAST



sandwich



scrambled
eggs



pancakes



porridge



roll



cornflakes



toast



ham



sugar

KITCHEN EQUIPMENT



knife



spoon



fork



bowl



napkin



plate



glass



mug

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.

AT THE RESTAURANT – Preparatory phase

PART I

1. Each player gets a Menu board.
2. Players take turns drawing food picture cards.
3. The teacher gives the English name of each item on the picture cards; children repeat the words.
4. With the help of the teacher, children gradually fill the empty spaces on their Menus, using their picture cards.

PART II

1. The picture cards go back into the sac.
2. Players take turns drawing one food picture card each. With the help of the teacher, every player tries to name their picture in English and place it on an appropriate space on their Menu.

PART III

1. The picture cards go back into the sac once again.
2. Players draw 10 picture cards each and place them next to their Menu boards, **face up**.
3. Every player tries to match the picture cards s/he has drawn to appropriate spaces on their Menu (if necessary, players can still ask their teacher for help).
4. If any picture cards do not match, the player sets them aside.
5. Players try to fill empty spaces on their Menu boards, by turning to other players and asking: ***I'd like... + name of the item.***
6. If a player has the relevant picture card, s/he should hand it over when asked.
7. The round finishes when all the players have completed their Menu boards.

AT THE RESTAURANT — The game phase

1. Players take their seats around the table. Each player gets a Menu board.
2. All the picture cards with food items are placed in the centre of the table, face up.
3. The game consists in completing one's Menu with food items that one would like to eat.

4. A player can win a food picture card by turning to another player and asking: Can I have ..., please? or „..., please!“.
5. The player to whom the request has been directed tries to select the appropriate picture card. S/he then gets 1 candy token (1 point).
6. The player who has received a picture card places it on his/her Menu and also gets 1 candy token (1 point). Once a card is placed on a Menu board, it stays there till the end of the game.
7. The game ends when all the Menu boards are completed with picture cards.
8. The child who gets the most points is the winner.

SCENARIOS FOR 6–8 YEAR-OLDS

TASTY MEMORY – Preparatory phase

PART I

1. All 10 category cards are put in the sack.
2. Children take turns to draw one category card, e.g. **DRINKS**
3. The teacher puts the picture cards with food and kitchen equipment on the table, **face up**.
4. With the help of the teacher, each child tries to match the picture cards to their category cards.
5. The teacher gives the English word for each of the items selected. All players must repeat the words.

PART II

1. The category cards go back to the sack.
2. Children, in turn, draw one category card, e.g. **DRINKS**
3. The teacher places the food and equipment cards **face down** on the table.
4. The children take turns selecting one food or equipment card and, with the help of the teacher, name it in English and try to match the cards to their categories.

PART III

1. The category cards go back to the sack.
2. Children, in turn, draw one category card, e.g. **DRINKS**

3. The teacher places the food cards on the table, **face down**.
4. The children take turns selecting a food card. Then they check if the card matches any of their categories.
5. If the item matches his/her category, the child names it in English and keeps the picture card.
6. The child who is not sure if the food item matches his/her category may ask the teacher for help.
7. If the item does not match his/her category, the child gives its English name it and puts it back in the same place.
8. The round ends when all cards are matched to their categories.

TASTY MEMORY – The game phase

1. The food and equipment cards get shuffled and laid on the table, **face down**.
2. The category cards are placed in the sack.
3. The children, in turn, draw a category card from the sack and put it in front of them, **face-side up**.
4. Children take turns to flip a food or equipment card at random, one card at a time.
5. If the flipped card matches the player's category, the player names it and places it with the appropriate category card. After naming the card correctly the player gets a lollipop token (worth 3 points).
6. If the picture does not match any of the player's categories, s/he names it in English and turns the card back over. The player gets a candy token (1 point).
7. The game ends when all the picture cards have been matched to the categories.
8. The winner is the child who gets the most points.

AT THE TABLE – Preparatory phase

PART I

1. The picture cards with food items and kitchen equipment cards are laid on the table, **face-side up**.
2. The word cards are placed in the sack.
3. The teacher, in turn, points to each of the picture cards on the table and names it in English. The children repeat the words.

4. Players take turns drawing a **word** card from the sack. The teacher pronounces each word, and the children repeat it.
5. The teacher helps each of the players match the pictures to their names.

PART II

1. The word cards are placed back in the sack.
2. The picture cards with food and kitchen equipment are laid on the table, **face-side up**.
3. The teacher points to various picture cards and the players try to name them in English. If the players cannot do so, the teacher helps out.
4. Players take turns drawing a word card and reading the word printed on it. Children then try to match the name to the picture.
5. The teacher helps out if necessary.

PART III

1. The word cards go back to the sack.
2. The picture cards are laid out on the table, **face-side up**.
3. Players take turns to draw one word card from the sack and read out the word or, if needed, repeat it after the teacher.
4. Players try to match the picture cards to the word cards that they have selected, asking others for help. They use the phrase ***Could you pass me..., please?*** and show the picture card that they want.
5. Throughout this round, the teacher helps the players who do not know which picture card matches the word card they have.

AT THE TABLE – The game phase

1. The word cards are placed in the sack.
2. Each player gets a cardboard plate.
3. The picture cards with food and kitchen equipment are laid out on the table, **face-side up**.
4. The players take turns to draw the word cards from the sack.
5. The game consists in each player collecting on his/her plate the picture cards corresponding to the word cards s/he has drawn.
6. A player can win a picture card by turning to another player, using the phrase ***Could you pass me ...?*** and showing the word card. She/he then gets a cupcake token (worth 5 points).

7. The player who has been asked to pass a picture card needs to read the word aloud, select the appropriate picture card from the set on table, and hand it over. She/he then gets a lollipop token (worth 3 points).
8. If the picture is wrongly selected, it is placed back on the table.
9. The game finishes when all the picture cards land on the cardboard plates. The person with the highest number of points is the winner.

WHAT A MESS! – Preparatory phase

PART I

1. The picture cards with food and kitchen equipment items are placed in the sack.
2. The word cards with food and kitchen equipment items are scattered in the middle of the table, **face up**.
3. Each player gets one Mind Map board, draws one food category card, and puts it on his/her board.
4. Players take turns to draw all picture cards from the sack.
5. The teacher helps the players match their picture cards to the appropriate word cards. Each player checks whether the pairs they have collected match the food category on their Mind Map.
6. The players ask each other in turn for the cards that match their category, using the phrase ***Can I have..., please?*** They get both the word card and the picture card, which they place on their Mind Map.
7. The teacher helps with the asking for the cards, prompting the appropriate words.

PART II

1. The picture cards go back to the sack and the players draw them once more.
2. The word cards get scattered around the table.
3. Each player draws one food category card.
4. The players look for word cards which match their picture cards, with the assistance of the teacher, and then put under their category card the pair that matches that category.
5. After the matching is completed, the players start exchanging word-picture pairs so that they match their category. They use the phrase: ***Can I have..., please?***

PART III

1. The picture cards go back to the sack and the players draw them one more time.
2. The word cards get placed around the table face up.
3. Each player draws a category card.
4. The players ask each other for the picture cards which match their category, using the phrase: ***Can I have..., please?***
5. The player who has the picture card needs to find the appropriate word card, and then hand the two cards over to the person who has asked for them.

WHAT A MESS! – The game phase

1. Each player gets a Mind Map board.
2. The players draw 1 category card each and place it in the middle of their Mind Map.
3. The picture cards and word cards with food and equipment items are all shuffled and given out to the players. Each player should have 8 cards which s/he places **randomly** on the fields of his/her Mind Map.
4. Each player checks if any of the picture cards or word cards match their category.
5. The game consists in collecting 4 picture cards matching their category and 4 appropriate word cards.
6. The players watch one another's Mind Maps and look for items which match their own category. If they find one, they ask for it using the phrase ***I would like...*** e.g.: ***I would like orange juice.***
7. The player who has a given picture card and/or word card gives them to the player who has just asked for them, saying: ***Here you are.***
8. The person who asks for a picture/word card correctly, gets a cupcake token (5 points).
9. The player who hands over the correct picture and uses the appropriate phrase, gets a lollipop token (3 points).
10. The player who makes a minor mistake (e.g. in a single word) gets a candy token (1 point).
11. The game ends when one of the players collects all his/her card pairs (picture card + word card) matching his/her category.
12. The winner is the player with the highest number of points.

AT THE RESTAURANT – Preparatory phase

PART I

1. The picture cards are placed in the sac.
2. Each player gets a Menu board.
3. Players draw 8 picture cards each and place them next to their Menu boards, **face up**.
4. Players now look for their favourite dishes among other players' picture cards and request them, saying: ***I'd like... + name of the item.*** The teacher helps out if necessary.
5. If a player has the relevant picture card, s/he should hand it over when asked, saying: ***Here you are.***

PART II

1. The picture cards are placed back in the sac.
2. Again, players draw 8 picture cards each and place them next to their Menu boards, **face up**.
3. As before, players look for their favourite dishes among other players' picture cards and request them, saying: ***I'd like... + name of the item.*** This time they try to do the labelling in English without the teacher's help.
4. If a player has the relevant picture card, s/he should hand it over when asked, saying: ***Here you are.*** If not, s/he says: ***Sorry, I don't have any.***

AT THE RESTAURANT – The game phase

1. All the food picture cards are placed in the sac. Each player gets a Menu board.
2. Children draw 8 picture cards each. They **do not show their cards** to the other players!
3. Each player takes it in turn to fill empty spaces on their Menu – only other players' picture **cards may be used** for this!
4. A player can win a picture card by turning to another player and asking: ***I'd like ... [+ English word for the item].***
5. If the player to whom the request has been directed happens to have that picture card, s/he hands it over, saying: ***Here you are.*** S/he receives 1 candy token (1 point). If s/he doesn't have the card, s/he says: ***Sorry, I don't have any.***

6. The player who has won a picture card places it on his/her menu and gets a lollipop token (3points). Once a card lands on a Menu, it cannot be given to another player.
7. The game ends when one of the players has filled the whole Menu board with picture cards. That player receives a 1st prize bonus – a cupcake token (5 points). All players who are only 1 picture card short receive a 2nd prize bonus – a lollipop token (3 points). Those who are 2 picture cards short receive a 3rd prize bonus – a candy token (1 point).
8. Finally, all players add up the points that they have collected during the game. The winner is the child with the most points.

