

Questions and Answers: *Do we need vegetables?*

Grouping	Pairs
Target Language	Vegetables, <i>have, need</i>
Materials	Activity Master 26
Class Time	20 minutes

Teacher Preparation

- Copy Activity Master 26, one for every pair.
- Cut each Activity Master copy into ten food picture cards and two recipe cards.

Procedure

1. Put students in like-ability pairs. Give each pair at random two food cards and one recipe card. Shuffle the remaining food cards and place them face down.
2. Students take turns looking at their food cards. Then they look at their recipe card to see if they need the food.
3. Write the following questions and answers on the board:

Do we need _____?

Yes. We need _____.

Do we need _____?

No. We don't need _____.

4. Model the activity. Play the role of Student A. Call on an above-level student to play the role of Student B. Use the recipe card for chicken soup. For example:
A: [Chooses a card and looks at it. It's a picture of carrots.] *Do we need carrots?* [Asks Student B]
B: [Checks recipe card.] *Yes. We need carrots.*
A: [Looks at his second card. It's a picture of peppers.] *Do we need peppers?*
B: [Checks recipe card] *No. We don't need peppers.*

5. Have pairs continue the activity until they have checked off all the food items.
6. When students are finished with the first recipe card, shuffle the food cards and give the pairs a different recipe card and new food cards.

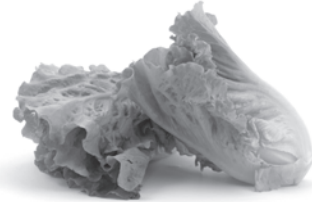
Multilevel Option

Pre-level: To simplify the activity, put pre-level students and above-level students in pairs.

Extension

If some students finish before the rest of the class, have them sit together in a groups of two or four students. Have them write shopping lists for both recipes.

Questions and Answers: *Do we need vegetables?*



Chicken Soup

- chicken
- potatoes
- carrots
- onions
- peas
- mushrooms

Vegetable Soup

- carrots
- onions
- peppers
- mushrooms
- peas
- tomatoes

Find Someone Who: *She likes fruit.*

Grouping	Whole-class mixer
Target Language	Fruit, <i>likes/doesn't like</i>
Materials	Activity Master 27
Class Time	20 minutes

Teacher Preparation

Copy Activity Master 27, one for each student.

Procedure

1. Give a copy of Activity Master 27 to each student.
2. Explain that students are going to walk around the classroom. They will ask and answer *Do you like _____?* in order to complete as many sentences on the Activity Master as possible. Tell students they will have fifteen minutes for the activity.
3. Write the following question and answer on the board:
Do you like apples?
_____ likes apples.
4. Then model the activity. Walk around the classroom asking students *Do you like apples?* until you find a student who likes apples. Write the student's name in the blank to complete the sentence. Write the name in the example on the board.
5. Continue to model the activity. Write the following question and answer on the board:
Do you like bananas?
_____ doesn't like bananas.
6. Circulate during the activity to help students formulate questions correctly.

Multilevel Options

Pre-level: Before asking students to complete the activity, read through all of the sentences together for extra practice.

Extension

Have students write sentences about the fruits they like and don't like.

Variation

Have students do the activity in groups of 4. After 5 minutes, have students report to the class what they learned about their group members.

Find Someone Who: *She likes fruit.*

Name	
	likes apples.
	doesn't like apples.
	likes bananas.
	doesn't like bananas.
	likes pears.
	doesn't like pears.
	likes mangoes.
	doesn't like mangoes.
	likes grapes.
	doesn't like grapes.
	likes cherries.
	doesn't like cherries.

Mix and Match Conversations: *Talk about Food*

Grouping	Pairs
Target Language	Talk about food shopping, likes and dislikes, ordering at a restaurant
Materials	Activity Master 28
Class Time	20 minutes

Teacher Preparation

- Copy Activity Master 28, one for each pair of students.
- Cut each copy into twelve cards—one set of white cards and one set of gray cards. Clip each set of cards together.

Procedure

1. Put students in like-ability pairs. Give each pair a set of cards.
2. Tell Student A to shuffle the white cards and tell Student B to shuffle the gray cards. Have each student put his/her cards faceup on his/her desk.
3. Explain that students are going to work together to make six different conversations with the cards. Tell students that Speaker A always begins the conversation (white cards).
4. Model the activity. Pull out the first Speaker A white card (marked #1) and read *What do we need from the store?* Ask the class to look for the response in the Speaker B cards (gray cards): *We need a gallon of milk and a loaf of bread.* When a student finds it, have the student call it out so everyone can find it.

5. Tell students to continue in pairs by choosing the next question for Speaker A.
6. Circulate during the activity to make sure students' matched dialogues are correct.

Multilevel Options

Pre-level: Have pre-level students work with only one conversation at a time. In addition, have them copy down the complete (uncut) conversations before trying to put them together.

Extension

If some pairs complete the activity before the rest of the class, have partners take turns picking up card with a question on it. The other partner responds in his or her own words.

Mix and Match Conversations: *Talk about Food*

1. A: What do we need from the store?	B: We need a gallon of milk and a loaf of bread.
2. A: Do we need any vegetables?	B: Yes. We need carrots and peas.
3. A: Do we need eggs?	B: No. We have eggs.
4. A: Good morning. Can I take your order?	B: Hi. I'd like cereal and coffee.
5. A: Do you like fruit?	B: I like apples and bananas. I don't like pears.
6. A: Do you like vegetables?	B: Yes. I like carrots and peas.

Picture-based Story: *He likes cereal.*

Grouping	Whole class and then pairs
Target Language	Foods, <i>likes/doesn't like</i>
Materials	Activity Master 29
Class Time	25 minutes

Teacher Preparation

Copy Activity Master 29, one for each student.

Procedure

1. Give a copy of Activity Master 29 to each student.
2. Explain that students are going to fill in the missing words.
3. Make sure students understand the scene: A mother and son are sitting at a table in the kitchen. The son has a bowl of cereal in front of him. He eats cereal for breakfast, lunch, and dinner. He doesn't like anything else.
4. Ask the following questions to get students to talk about the picture:
What food is on the table? (to elicit cereal) Why is the mother unhappy? (to elicit her son eats cereal for breakfast, lunch, and dinner) What foods doesn't the son like? (to elicit pancakes, hamburgers, tacos) What does he eat for lunch? What food doesn't he like? What else doesn't he like?
5. Have students report their ideas to the class. Encourage them to explain what they see in the picture.
6. Have students work in cross-ability pairs to fill in the missing words in the story. Then have them practice reading the story together.

Multilevel Options

Pre-level: Have students copy the story in their notebooks.

Above-level: Have students work with a partner to write about what foods they like and don't like.

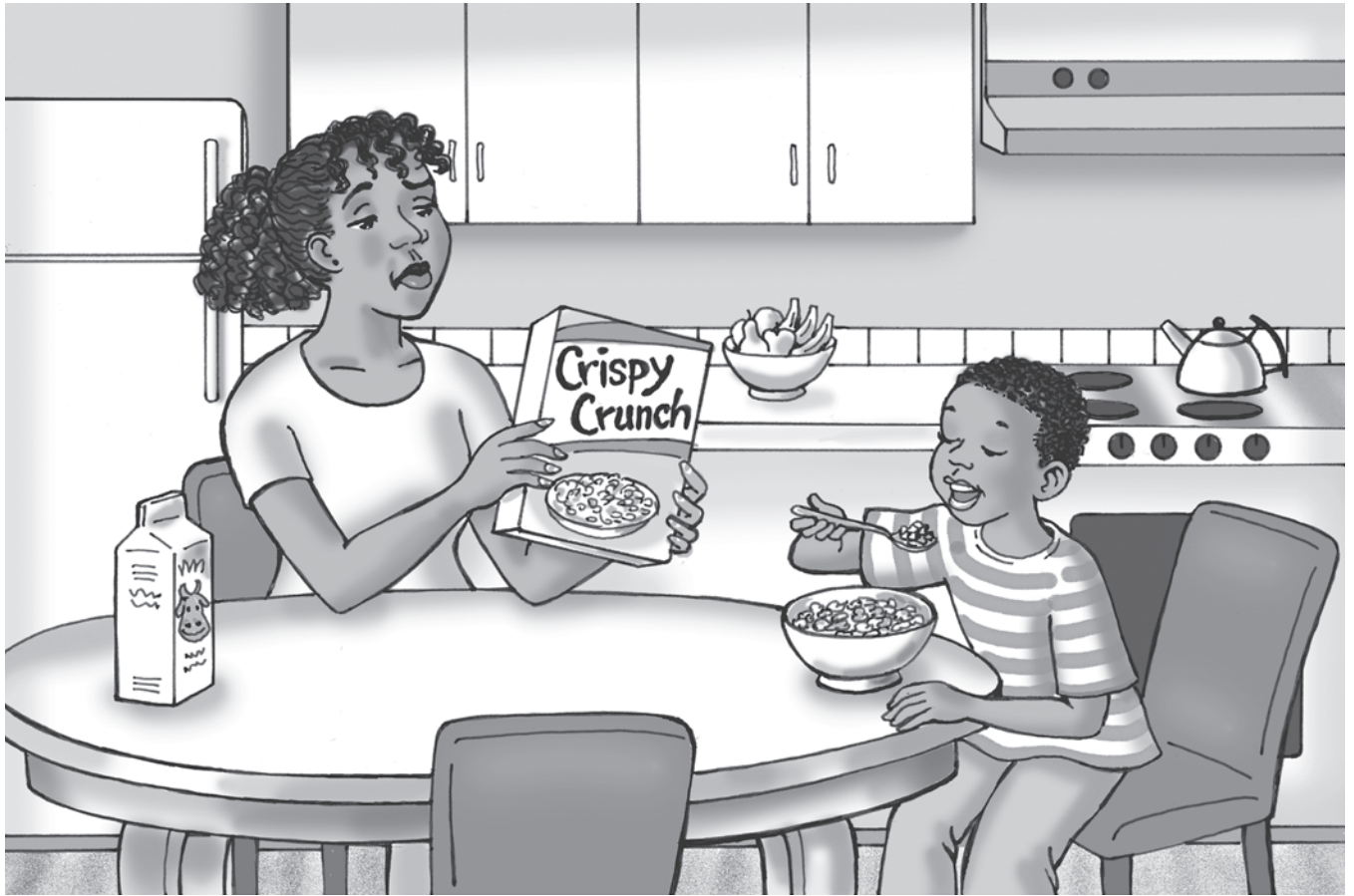
Variation

Write the story on an overhead projector transparency. This way you can photocopy the story for the following class and have students reread the text in pairs.

Extension

Above-level students can write a new story about a child who only eats one food.

Picture-based Story: *He likes cereal.*



Jack usually eats _____ for breakfast.

He doesn't like _____.

He usually eats _____ for lunch.

He doesn't like _____.

He usually eats _____ for dinner.

He doesn't like _____.

He eats _____ for breakfast, lunch, and dinner.



Board Game: *What food do you like?*

Grouping	Groups of four
Target Language	Vegetables, fruits, <i>do/don't</i> , <i>does/doesn't</i> , <i>need</i>
Materials	Activity Master 30, a coin, two markers for each group
Class Time	35 minutes

Teacher Preparation

Copy Activity Master 30, one for every four students.

Procedure

1. Put students in cross-ability pairs. Each pair is a team. Put two teams together to play the game. Give each group of four a copy of Activity Master 30, a coin, and two markers.
2. Explain that the students are going to play a board game. Here are the rules:
 - Pair 1 flips a coin to move. Heads means the team moves its marker ahead two squares; tails means the team moves its marker ahead one square.
 - Pair 1 moves the marker to a square. Student A puts the words in the correct order to form a question. Student B answers the question with true information. Pair 2 listens to make sure Pair 1's answer is correct.
 - If Pair 1's answer is correct, Pair 2 takes a turn.
 - If Pair 1's answer is incorrect, Pair 1 moves the marker back one square and Pair 2 takes a turn.

- If a pair lands on a square that already has a marker on it, the pair gets to move forward one square.
 - The first pair to reach FINISH wins.
3. Circulate during the activity to make sure students' answers are correct.

Answer Key

Answers to questions will vary.

1. Do you like apples?
2. What do you eat for lunch?
3. Do you like onions?
4. What do you need from the store?
5. Do you like peppers?
6. Do you like vegetables?
7. What do you eat for breakfast?
8. Do you like hamburgers?
9. What do you eat for dinner?
10. Do you eat chicken?
11. Do you like coffee?

Board Game: *What food do you like?*

<p>START</p> <p>FINISH</p>	1	2	3
	<p>apples? / you / Do / like</p> <p>→</p>	<p>for lunch? / eat / What / you / do</p> <p>→</p>	<p>like / you / Do / onions?</p> <p>↓</p>
11			4
<p>like / coffee? / Do / you</p> <p>↑</p>			<p>from the store? / do / What / need / you</p> <p>↓</p>
10			5
<p>eat / Do / chicken? / you</p> <p>↑</p>	<p>peppers? / like / you / Do</p> <p>↓</p>		
9	8	7	6
<p>What / for dinner? / you / do / eat</p> <p>↑</p>	<p>hamburgers? / you / Do / like</p> <p>←</p>	<p>eat / for breakfast? / you / What / do</p> <p>←</p>	<p>Do / vegetables? / like / you</p> <p>←</p>