

The Title of the Module

Food, Shopping and In the Restaurant

Grades: 5 - 7. grades

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MODULE MAP

<p>The general and main focus of the module: Getting to know the names of different food, learning how to speak in a restaurant and a shop.</p>		
<p>Content focus: Phrases about food, dealing with certain situations at a shop, restaurant or at home.</p>		
<p>Development focus:</p> <ul style="list-style-type: none"> - communicative skills - developing the interest (length, lasting) - social interaction - flexibility, openness, curiosity, tolerance - intrinsic motivation - openness for new information - aesthetic sense, creativity 		
<p>1. Title of the part module Food</p>	<p>2. Title of the part module Shopping</p>	<p>3. Title of the part module At the restaurant</p>
<p>Goal/purpose</p>	<p>Goal/purpose</p>	<p>Goal/purpose</p>
<p>The students learn the names of food and they can put them into classes.</p>	<p>The pupils are able to do the shopping through learning key expressions and dialogues.</p>	<p>The learners get to know the restaurant situations. They can order by using up the former lessons. They understand the paying methods.</p>

<p>Competence development in this part module are:</p> <ul style="list-style-type: none"> - communicative competence - social competence - memory 	<p>Competence development in this part module are:</p> <ul style="list-style-type: none"> - social competence - communicative competence - memory - creativity 	<p>Competence development in this part module are:</p> <ul style="list-style-type: none"> - social competence - communicative competence - memory - creativity
<p>Content in draft:</p> <ul style="list-style-type: none"> • Naming food • Classing food • Quantities • Countable, uncountable nouns 	<p>Content in draft:</p> <ul style="list-style-type: none"> • Formal greetings • Sections of groceries • Building a store • Speaking to the shop stuff 	<p>Content in draft:</p> <ul style="list-style-type: none"> • Revision of food • Ordering • Restaurant situations
<p>Part module time frame:</p> <p style="text-align: center;">180 minutes</p>	<p>Part module time frame:</p> <p style="text-align: center;">180 minutes</p>	<p>Part module time frame:</p> <p style="text-align: center;">90 minutes</p>
<p>The total time of the module: 270 minutes (6 hours)</p>		

Description of the module

Detailed module description

Solutions and devices needed to the fulfillment of the module:

	Estimated costs
travel, organizing	-
physical means: computer, laptop, smartboard	-
material intensity: colour pencils, scissors, copier paper, markers, glue, beach ball, bean bags	apx. 2500, HUF
Other, special things needed:	-

Description of the tasks

Part module 1

Food

I.1.

Warm up (moving):

Beach Ball Throwing: Give the first letter of a food/drink. The one who gets the ball needs to say a word starting with the added letter.

„Your name starts with a „p“ – I’m a potato. – Great!

Extension: specify with a type:

„Your name starts with „m“ and you’re a fruit/drink“ – I’m a melon/milk.

Materials needed: a beach ball

Used method: game

I.2.

Puzzle

pieces in envelopes. After putting together pupils need to name the food or menu they got.

They give more similar food – e.g.: if they get dairy product they count more.

Materials needed: printed and cut pictures, envelopes, scissors

Used methods: game, drill

I.3.

Reviewing words and getting new ones.

Giving qualifiers to certain food: negative and positive. Making an order.

Extension 1: making classes out of the added words

Extension 2: with the describing of each picture find out what is in it. Describer is not allowed to say the word itself!

Materials needed: Appendix 1

Used methods: memory, practice

I. 4.

Simple online matching game: <http://gamestolearnenglish.com/food/>

This exercise is to practice the words that we've just learnt together.

Materials needed: Smartboard, computer

Used method: practice, game, memory

I.5.

Building up sentences

It's a pair-work game. With the help of the added words students make questions on food. The other one adds answers. Teacher helps with the correct sentence structure.

Materials needed: Appendix 2.

Used method: practice, memory

I.6.

Boarding game

while playing the game pupils practice the words and structures. They have to ask the questions and answer the questions. They can play in several groups. Teacher monitors the work of the groups.

Materials used: Appendix 3.

Used method: game, memory, practice

I.7.

Food crossword

An easy task in order to prepare for the last big exercise of the lessons.

Materials used: Appendix 4.

Used method: group work, revision

I.8.

Coding Words:

pupils get the coded words and the key. They need to break the code. The winner pair has a certification as the Master Decoder. It is assigned together with a small celebration.

Materials used: Appendix 5-6.

Used method: revision, game, competition

Part module 2

Shopping

II.1.

Warm up

Memory game: the first person says: "Yesterday I went to the market and I bought some fish." The next person repeat the previous sentence and adds a new thing which differs from the said one.: "Yesterday I went to the market and I bought some fish and some apples."

The students need to keep the order of the items.

Materials needed: -

Used method: memory, review

II.2.

Our own store

We're about to build up a store. To do this we "build" one. We arrange the classroom in a store way. Desks and chairs are put at the right places to develop aisles, counters and cash desk (maybe the service department)

We scissor the products out of samples and put them into the right aisles. We work together like the shelves fillers.

We draw signs, price tags and information boards.

Materials needed: furniture of the classroom, product's samples, color papers, scissors, markers, appendix 7.

Used method: creativity, recalling knowledge, handcraft

II.3.

Playing

We play the everyday life of a store. Communications is essential. Key sentences are added and practiced first. We use the knowledge of the previous lessons: introduction, nations (origin of products), food.

Some students are chose to be shoppers others to be the store employees like cashiers , security guards and a boss.

Shoppers will make their shopping list (having some that are not available in the shop)

Money can be created as well (we use fake credit cards)

Materials needed: Appendix 8.

Used method: recalling knowledge, memory, practice

II.4.

Bingo

As a closing of the lesson, we have a quick bingo with the departments of a store.

Materials needed: handouts

Used method: game, memory

Part module 3

At a restaurant

III.1

Warm up: Figure it out!

Teacher shows certain flashcards. There is a connection between them. Kids have to find out the one common thing.

E.g.: washing machine, fridge, sink, plate, chair, oven....the common thing is: they're in the **kitchen**.

The common thing here supposes to be connected to food, kitchen, shopping and to the current topic: the restaurant.

Extension: kids can have the cards and they show them to each other following the rules above.

Materials needed: flashcards

Used method: game, memory, reviewing former knowledge

III.2.

Making a menu:

With the help of the former knowledge and the handout kids need to assemble a menu

Three group work apart. Kids first have to find out the name and the style of the restaurant. Then with the help of the handouts they create a unique menu of their own.

Materials needed: appendix 9, markers, paper, glue, string, scissors

Used method: game, memory, creativity

III.3.

Dialogue

Kids have a typical restaurant dialogue. They learn it for a while.

Materials needed: handout with the dialogue, appendix 10

Used method: reading, comprehension, memory

III.4.

Come to my restaurant!

Kids invite each other to their restaurants and behave like waiters and customers. They do all the parts of an ordering, "eating", paying and leaving.

Materials needed: money or credit card (appendix 7)

Used method: game, memory, creativity

III.5.

Deduction of the lesson:

online game bank connected to the topic:

<http://www.agame.com/games/restaurant>

We play with the "Bartender" because it's funny.

Materials needed: Smartboard, Internet connection

Used method: game, memory