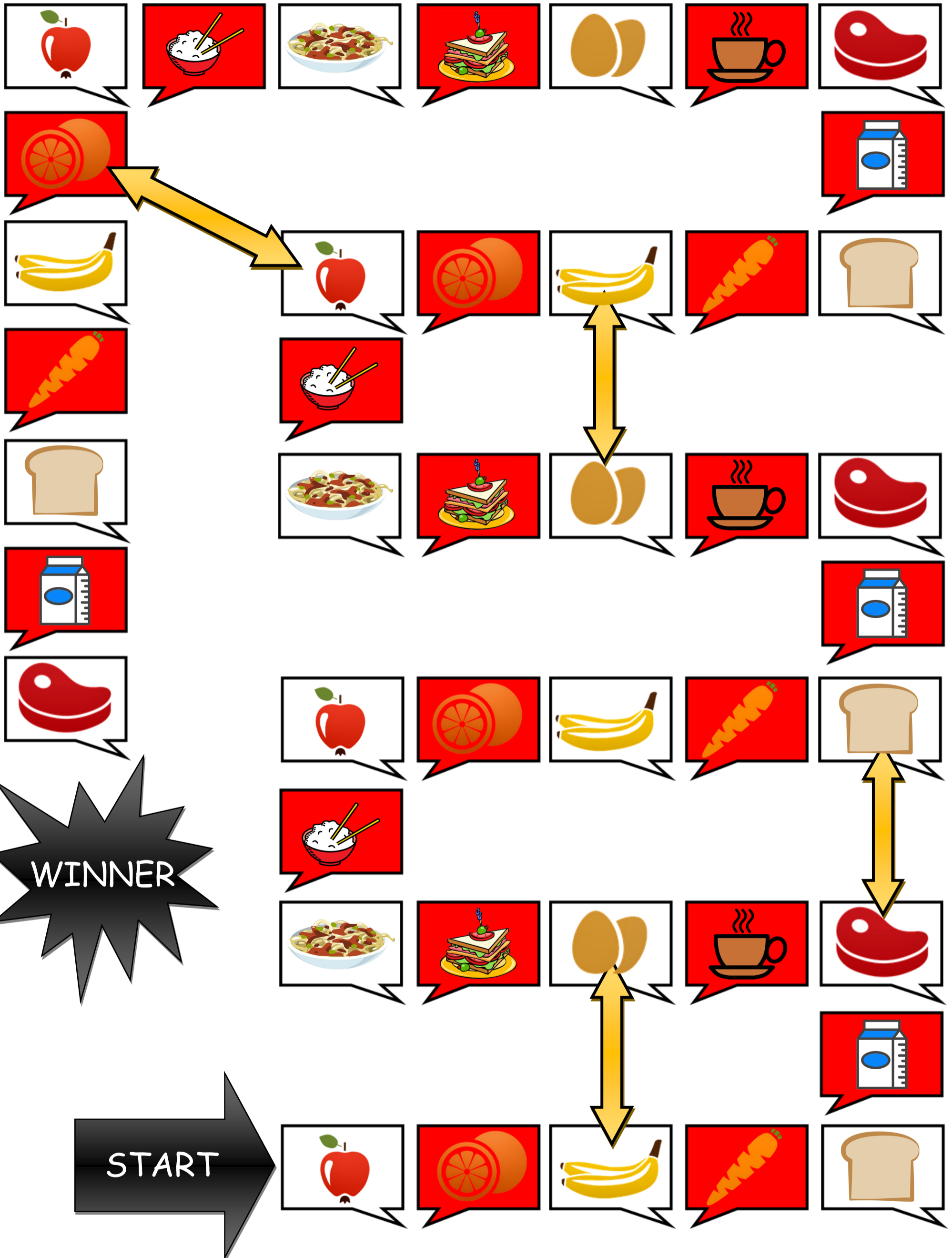


Game Track—Food



Game Track—Food

Instructions and tips

The food game track is a fun way to help your child to learn the names for different foods in English, and is designed for children who are fairly new to English and are just learning the basics.

YOU WILL NEED

In addition to the game track, you will also need:

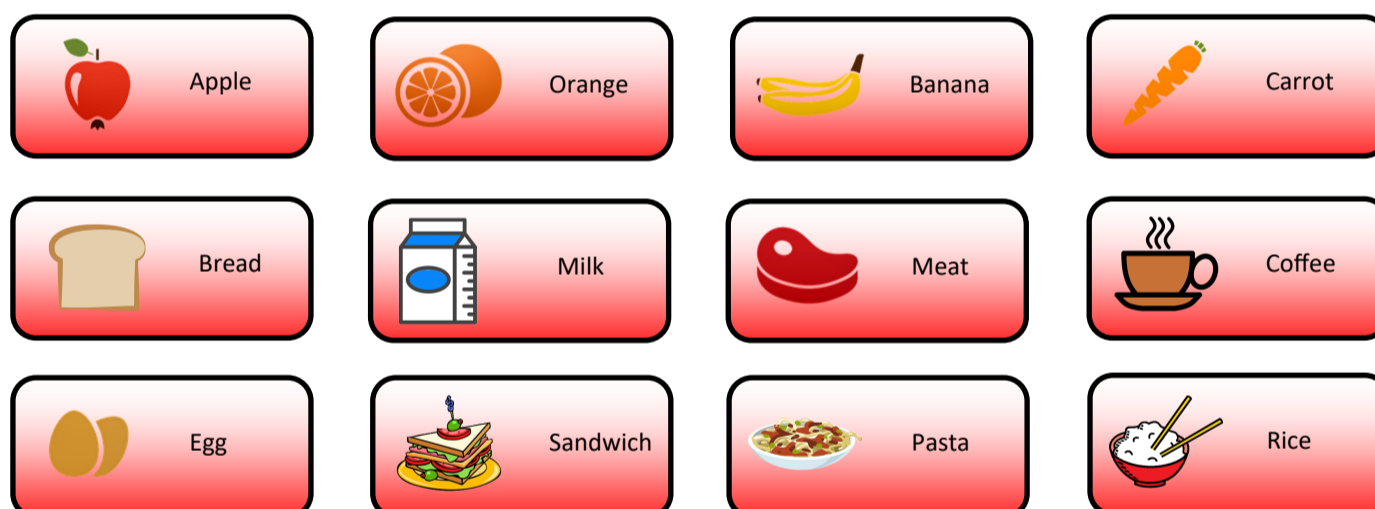
- Dice or a mobile phone with a dice rolling application.
- Counters, models or some other way of recording your position on the board.



INSTRUCTIONS AND RULES

- Place your counters on the start arrow.
- Each player rolls one dice and the player with the highest score goes first.
- Before you take your next go, you **MUST** name the item of food on the space you land on. If you can't name it, you miss your go!
- If you land on an arrow and name the colour correctly, you can move **FORWARD** to the space the arrow points to, **BUT** if you get it wrong, you have to move **BACK** to the other end of the arrow.
- The winner is the first player to reach the 'winner' star.
- Good luck and have fun!

VOCABULARY AND LEARNING



- For beginners, focus on just the names of the food.
- For more experienced learners, you could practice using a sentence structure which you have been working on.
 - ◊ You could try to work on the plurals of the foods, for example "I have two apples" "I have two pieces of meat" or "I have two bowls of rice"
 - ◊ Try using an appropriate adjective such as 'some' - "I have **SOME** eggs", I have **SOME** milk" or "I have **SOME** rice"
 - ◊ For more advanced learners, try constructing a sentence with the food item, for example "I have a bowl of rice", "I have a pack of sandwiches" or "I have a bottle of milk"
- Use the opportunity to practice language around the game, for example "move forward 4 places" "oh no!" "who do you think is going to win?" and "you are the winner!"



Game Track—Food

How to play

You will need

- Dice
- Counters,



- Take it in turns
- Roll the dice
- Move the number of spaces
- Name the fruit.
- Be the first to get to 