

Gamecard 14 • Table for two, please

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| Time: | 30 minutes |
| Interaction: | Small groups |
| Focus: | Ordering food |
| Materials needed: | Food flashcards or pictures |
| Level of difficulty: | Medium (see variations for higher levels) |

Method

Part 1- Before you begin, review the Food and Drinks **flashcards** with students. After they are familiar with the vocabulary, ask them 'What do you like to drink? What do you like to eat? What do you like to eat for dessert?' Have students create a basic menu from the **flashcards**, being careful to separate the meals, drinks, and desserts. You will need to make copies of the menus or have students write enough menus for each group of three to have a copy later.

Part 2 - Set up the classroom like a restaurant. Divide students into groups of three - a pair of diners and a waiter. The food **flashcards** are laid out on one side of the room (the kitchen); the tables and the waiters are on the other side. Instruct the diners that the waiters **HAVE TO** ask questions, otherwise they cannot tell them what they want. First, each waiter asks 'What do you want to drink?' Each diner orders a drink and says 'I want ...' The waiters take the order and race to the kitchen. If two orders are the same, the waiters have to go back and ask the diners to order something different. Next each waiter asks 'What do you want to eat?' Each diner orders a food item and the waiters race again. Finally, the waiters ask 'What do you want for dessert?' Each diner orders a dessert and the waiters race again. The first table to finish with satisfied customers wins.

Variations

For higher levels, change the structure to more common restaurant language. For example, 'What would you like? / What will you have for ...?' Higher level diners can also complain about the food and/or service.

For lower levels, make photocopies of the **flashcards** so there are enough items to satisfy all diners.