

## ***Dished up!***

Learning German through games  
about eating and drinking



**Comment:**

This booklet is a translated extraction from the original German edition published in 2018.

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# The Gaming Box

Dished up is a collection of 15 board games that support children and adolescents in their learning of German. They are introduced to everyday topics of eating and drinking while speaking, reading, and writing.

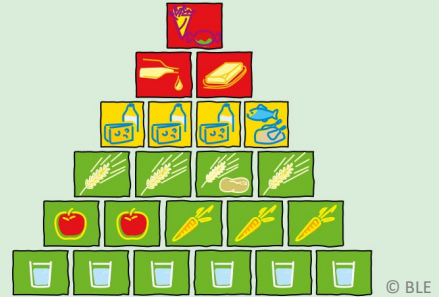
## Flexible use

- For 2-10 children and adolescents (players)
- Minimal knowledge of German
- Multiple opportunities for differentiation
- Active, participant-orientated instruction
- In a varied of settings (e.g., welcome and orientation classes for refugees, integration classes, free time learning, mainstream instruction, youth or community centers)
- Suitable for all instructors, regardless of background in nutrition or health

## Promotes everyday skills

Three of the games use food pyramid symbols without requiring a background in nutrition studies. Background information and many practical tips can be found in the german description beginning on page 23. This will be helpful for those

who would like to start here to talk with their students about their daily eating and drinking habits, or who like to prepare with them some small meals.



## Classroom tested

The games were developed by Europe University Flensburg and subsequently classroom tested. “We felt it was very important that children and adolescents at different levels of language proficiency play and learn together,” stressed Dr. Ulrike Johannsen and Dr. Nele Schlapkohl of the Institute for Health, Nutrition and Sport Sciences. During the testing of the games, the diverse application options, as well as the ease of implementation of the games, was readily evident. “The students are motivated by the playful approach and have a great deal of fun. Learning then becomes the best side effect that one can achieve [hope for],” recounts one teacher.

## Information for use

The symbols in the game instructions are as follows:



Number of players



necessary materials



Length of game



Objective(s)



Difficulty of the game version related to the German language skills



Game templates

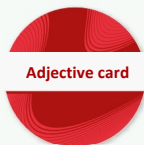
Materials that are specific to a game type are indicated by [ ] – what are these called and found at the end of the instruction book. The DIN A5-format can be enlarged on a copier to DIN A4. (The format can be enlarged on a copier to standard letter size)

Designated children or adolescents can assume the role of game leader.

## Game Box Contents



50 vocabulary cards  
50 picture cards



Adjective card

21 adjective cards



32 domino cards



Event card

12 event cards



8 pyramid cards

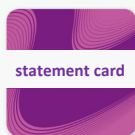


Event card +

16 event cards +



12 event fields



statement card

21 sentence cards

6 game figures, 2 dice

## *I am packing my grocery basket*



2–8 players



picture cards, vocabulary cards



10 minutes



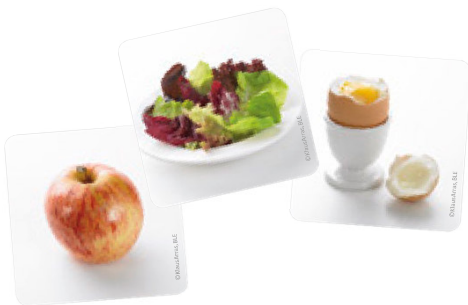
memory training, listening practice

### Game Rules

Distribute picture cards equally among all players. The first player begins by saying, “I’m packing my grocery basket and taking...” while naming the food item on his or her first picture card, e.g., “an egg.” The player places this card on the table face up so everyone can see it. The next player in turn says, “I’m packing my grocery basket and taking...” while naming all the previous items, adding the new food item on his or her picture card, and then placing that card face up next to the previous one(s).

### Variations

- Players can practice singular and plural of nouns in that after the second card food items can be packed in growing quantities. For example, a player can say, “I’m packing my grocery basket and taking an apple, two tomatoes, three containers of yogurt, and four boxes of cereal.”
- The game can also be played using body movements. The players enact a body movement for each food item as they name it.



### TIP:

To help players, the sentence can be written on the board. If the players are not familiar with the food items, the leader can pair the vocabulary cards with the corresponding picture cards.

# Who discards?



2 – 5 or  
individual work



pyramid cards, picture cards, template „In correct order“ (p. 14) [template „Who discards!“ (p. 15)]



10 minutes



semantics/vocabulary, grouping food items  
reading

## Game rules (single player)

The player places all the pyramid cards in a row facing up. The player is given a set number of picture cards to group according to food type. When finished, the game leader or the player checks the work, using “In Correct Order” as a guide.

## Game rules (multiple players)

The pyramid cards are laid out in a row. Each player is dealt an equal number of picture cards. Turn by turn the players place a card on a food item group. The players discuss whether a card has been placed correctly. In the case of doubt, the play leader decides whether a card has been placed in the correct group. If a card was incorrectly placed, the player must pick it up again and the next player takes a turn. The winner is the player who is the first to have no more cards.

## Variations

- Using the template “Who Discards?” the players together write categories on the top line, such as, breakfast, dinner, drinks, fruit, vegetables, sweet or sour. Cards that do not fit into a particular category are placed in a separate pile. The players as a group discuss what characterizes these food categories.
- Use vocabulary cards instead of picture cards. This can be done both as individual work or as a group.

### TIP:

Information on the food pyramid can be found on p. 23 on. The correct food item grouping is shown on the template on p. 29. [Unfortunately only in the original german version.]

# Food bingo



2 – 6 players



copies of the „Bingo-Card“ (p. 12), vocabulary [picture cards] for each player



10 – 20 minutes



reading and writing vocabulary words

## Game rules

Each player receives a bingo card. 20 vocabulary word cards are placed face up in the middle of the table. The players write the vocabulary words in each of the bingo boxes. The game leader collects the vocabulary cards, draws one card, and reads it out loud. Players who have this vocabulary word on their bingo card draw an x through the box. The player who first completes a row (horizontally, vertically, or diagonally) shouts “Bingo!” and is the winner. The game can either end here or be played further to see who gets the most bingos. This player is then the winner.

## Variations

- Players who have difficulty writing the vocabulary words can use picture cards to fill out the bingo card. ▶
- The size of the bingo card can be decreased by deleting bottom lines, as well as by decreasing the size of the boxes. ▶
- The game leader draws a vocabulary card, reads the word, and shows the players the card. This allows the players to check if they have written the words correctly into the bingo boxes. After any necessary error correction, the player(s) can draw an x through the box. ▶▶



# Is that so?



3 – 5 players



picture cards, sentence cards  
vocabulary cards, Food pyramid cards



15– 20minutes



reading, semantics, learning the characteristics  
of food items

## Game rules

Players are each dealt six picture cards, which they place face up in front of them on the table. The game leader draws a sentence card and reads it aloud. Each player that has a card that matches the sentence turns over that card. (For example, “This food is red” – tomato). The players can discuss whether a chosen card fits the sentence. In case of doubt, the game leader decides. The player who first turns over all six picture cards is the winner.

## Variations

- To begin, the game leader lays out matching pairs of picture and vocabulary cards. Each player takes a given number of pairs and the game continues as described.
- Each player is dealt eight vocabulary cards.



## TIP:

To make the game more interactive and to provide more opportunities for the players to speak, the group can talk about the various food items. Possible questions include, “Have you ever eaten this?” “Do you like it?” “In which food group (food pyramid card) would you place this?” “What other green vegetables are there?” “What do you eat for breakfast at home?” “Do you have this in your country?”

# What's it called?



6 – 10 players



picture cards [vocabulary cards]



15 minutes



recognition of food items, memory retention, speed

## Game rules

Players sit in chairs in two groups, placed behind each other in two lines. The game leader stands in front of the players, shows a picture card and the two players in front from each group say the name of the food item. Whichever player says it first correctly earns a point for the group. These two players then move to the chairs at the back of the two lines while the other players move forward. The group with the most points wins.

## Variations

- A stack of vocabulary cards is each placed in two corners of the room. When the game leader gives a signal, the first player from each of the two groups walks to one of the two corners and takes the top vocabulary card from the stack. The players look at the word, place the card at the bottom of the stack, walk back, and write the word correctly on the board or a sheet of paper. As soon as a player has finished, the seated players move forward a chair and the other player takes the last seat. The round pauses while the game leader checks the words the players have written. A group receives a point for every correctly written word.
- Picture cards can be used instead of vocabulary cards.



# Food memory



2 or more players



picture cards, vocabulary cards







30 minutes



recognize food items, read and group food items; in addition: memory training

20 pairs of matching cards are mixed and placed face down on the table. The game is played round robin. One player turns over two cards and reads the vocabulary word or names the picture. If a matching pair (word and picture) is turned over, the player keeps the pair and takes another turn. If the cards don't match, the player turns them over again and the next player takes a turn. The game ends when all matching pairs have been found. The winner is the player with the most cards.

## Variations

- The game can be played with fewer matching card pairs. 
- If a picture card is turned over, the player must spell the matching word. 
- If a picture card is turned over, all the players must write down the matching word. 
- If a vocabulary card is turned over, all the players must say the number of syllables. 

## TIP:

.....  
Before the game begins, the card pairs need to be matched.





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## Bingo-Card

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## *Alphabet*

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A a

B b

C c

D d

E e

F f

G g

H h

I i

J j

K k

L l

M m

N n

O o

P p

Q q

R r

S s

T t

U u

V v

W w

X x

Y y

Z z



## *In correct order*



### DRINKS:

water, coffee, tea



### VEGETABLES:

kohlrabi, bell pepper, leek, cucumber, carrot, spinach, tomato, zucchini, lettuce, pea, chickpea, corn, eggplant



### FRUIT:

apple, kiwi, pear, strawberry, grape, banana, plum, cherry, fig, orange, pineapple, nut, juice



### CEREAL PRODUCTS:

bread, bread roll, rice, unsweetened cereals, noodle, potato



### MILK AND DAIRY PRODUCTS:

milk, yogurt, cheese, cream



### MEAT, SAUSAGE, FISH AND EGG:

fish, meat, sausage, meatball, egg



### FATS AND OILS:

oil, butter, cream, nut



### EXTRAS:

chips, ice cream, chocolate, lemonade



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## Who discards?

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