

STAGES

learning materials



ImPRINTING Food Vocabulary Using Food Stamping to Learn Language Skills

Objective:

Reinforce food vocabulary by playing a matching game

Skills Practiced:

- Key food vocabulary

Materials:

- Target Food (select from [Language Builder 3D - 2D Food Matching Kit](#))
- Bag

People:

Appropriate for one-on-one instruction or a small group of learners.

Set up:

Layout one of each 2D food card in a line
Stack remaining cards
Place 3D foods into a bag

Procedures:

Game intro

Begin with students sitting in a semi-circle facing teacher
Teacher tells students that the goal of this game is to practice food words
Teacher points to each of the 2D food cards in the line and says the name
Teacher points to each card again and invites students to say the names together
Reinforce correct answers by saying "Yay!" or "You did it!"

Game play: Round 1

Teacher models selecting a card from the stack and placing it on top of its match
Teacher invites all students to repeat the name together
Teacher invites each student to take a turn selecting a card from the stack and placing it on top of its match
The teacher invites everyone to repeat the name of each match together
Continue until all cards in the stack are matched

Game play: Round 2

Teacher models pulling a 3D food from the paper bag and placing it on top of the matching 2D cards
Teacher invites all students to repeat the name together
Teacher invites each student to take a turn selecting a 3D food and placing it on top of the matching 2D card
The teacher invites everyone to repeat the name of each match together
Continue until all 3-D foods are matched

Wrap Up

Ask each student to share their favorite food



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