



WARM-UP GAMES

Food & Drink - Beginner (KS-1/2)

Learning outcomes: To be able to listen to questions carefully, to be able to identify food and drink vocabulary

Game 1 instructions - YES/NO



- One side of the room represents “Yes”, the other “No”, the middle is “don’t know”.
- Ask pupils some simple questions about food and drink preferences.
- Example: “Do you like chocolate?”.
- Pupils must position themselves according to their answers.
- Ask pupils to gather in the middle of the room again before posing another question.

Game 2 instructions - Find a person who...



- Pupils arrange themselves in a circle.
- Encourage them to hold up a flashcard (page 2) with an item of food and drink vocabulary (after you’ve cut them).
- Pick some pupils to stand in the middle of the circle without a flashcard.
- Ask pupils some simple questions like “Find a person who is holding a vegetable”.
- Ask pupils to run to the person who this applies to. Set a time limit.
- Pupils who are not quick enough to find a partner have to stand in the middle.
- The pupil in the middle then calls out next question.

Materials required:

- ‘Flashcards’ sheet (page 2)

Created by the FlashAcademy® Education Team

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