

Topic: Ordering Food

Target Language: I'd like... Yes, I'll have... That's all. Hold the... please. What would you like? Anything else?

Assumptions: Ss are familiar with restaurants and food. Ss may have ideas about what they like and do not like to eat.

Anticipated Challenges: Ss may be familiar with other forms of ordering, so this will need to be clarified. Ss may not be familiar with the concept of making a request in an order. This could cause confusion if Ss have previously memorized a script for ordering.

Solutions: Clarify ordering dialogue with a practice activity. In presentation introduce the concept of customizing order. Clarify with dialogue practice.

Objective: SWBAT use ordering language to order food and specify custom requests in a restaurant role play mingle activity.

Creative Thinking Model: Idea Box Brainstorming

Time	Steps/ Procedure	T-S	Aim	Materials
2	Come into the classroom and sit down heavily. Possibly pat your stomach to get Ss to ask you what is wrong. Tell Ss you went to a popular restaurant (McDonald's or popular local chain for lunch). Encourage Ss to ask you what you ate. Tell Ss about your lunch, explain to Ss that you ordered a typical food (fish sandwich, etc). Introduce that you made a change to the typical order. T: I ate a fish sandwich, without tomatoes. I don't like tomatoes.	T-S T T-S	Set the context. Activate schema about animals.	Board
10	Ask Ss if they like to go to restaurants. Make a list on the board of restaurants Ss like. Ask Ss to think about food they order in restaurants. Write the word "foods" on the board. Elicit one or two foods Ss order in a restaurant to model the next activity. Pass out IdeaBox worksheets. Model for Ss: T: Now let's write down foods you can order in a restaurant. Just the main order, like a hamburger or sandwich. CCQ: Which column will you write in? What will you write? Review the column for food with Ss. Allow Ss to work in groups to list foods they order in restaurants. Circulate and assist as necessary. Direct Ss attention the board. Write the word "sides" on the board. Elicit sides. Write on board to model for Ss. CCQ: What will you write? Which column on the worksheet will you use? Allow time for Ss to	T-S S-S	Brainstorm language to use in the activity. Encounter and Clarify food that can be ordered in a restaurant. Model brainstorming.	Board Ideabox worksheet.

	<p>write about sides.</p> <p>Repeat same procedure for drinks. Allow Ss to be creative.</p> <p>Draw Ss attention to the board. Ask: Think about the foods you have listed. Do you ever want to change the food? Is there something you don't like on a sandwich? When I ate lunch I changed my sandwich. What food do I dislike? Tomatoes, right? What about you?</p> <p>Write "don't like" on the board. Elicit one or two things Ss don't like. Review column in worksheet. CCQ. Have Ss complete columns with foods they dislike.</p>	<p>S-S</p> <p>T-S</p> <p>S-S</p>	<p>Encounter and Clarify food that Ss dislike or want changed on an order.</p>	
5	<p>Elicit, if possible, the question a clerk will ask in a fast food restaurant when someone orders food. Write on the board "What would you like?" Have Ss repeat. Write "Yes, I'll have _____." On the board. Ask Ss the question. Point to a food on the board. Have Ss answer as a group.</p> <p>Model for Ss using the worksheet.</p> <p>Write on the board: "Anything else?" Have Ss repeat. Write: "I'd like _____ and a _____, please."</p> <p>Model for Ss. "I'd like fries and a coke, please." "I'd like a salad and an apple juice." <i>Optional: Clarify use of articles if necessary.</i></p> <p>Repeat all dialogue. Use examples from board to model using the worksheet.</p> <p>Point to question "Anything else?" write (x) ON THE BOARD: Anything else? (2x) Write on the board: Hold the _____ please. Use column of food dislikes to model for Ss. Have Ss repeat with teachers.</p>	<p>T-S</p> <p>T-S</p> <p>T-S</p>	<p>Encounter and clarify the question and answer structure.</p> <p>Model the activity for Ss.</p> <p>Clarify the use of brainstorming.</p> <p>Clarify structures and dialogue. Provide scaffolding for discussion.</p>	<p>Board and Worksheet</p>
5	<p>Ask an Ss to come to the board with worksheet. Model using the worksheet to complete the entire conversation. Change roles and repeat.</p> <p>Arrange Ss into pairs within the brainstorming groups. Have pairs practice with partners.</p> <p>Have Ss change partner and repeat again. If time permits have a third repetition with a new partner.</p>	<p>T-S</p> <p>S-S</p>	<p>Clarify the structures for Ss. Model the activity for Ss.</p> <p>Practice and remember the structures.</p>	<p>Ss worksheets</p>
10	<p>Have groups exchange worksheets. Have Ss practice the dialogue again using the worksheet from a new team. Erase the dialogue from the board as Ss practice.</p> <p>Pass out badges to Ss. One says clerk one says customer. Model the dialogue again. This time turn over the worksheet. Model with an S-S. When finished exchange cards and repeat. Allow time for S-S to repeat with partner.</p>	<p>S-S</p> <p>T-S</p> <p>S-S</p>	<p>Internalize the language in pair practice.</p> <p>Model for Ss. Scaffold the final activity.</p>	<p>S-S worksheets</p> <p>Clerk/Customer cards</p>

<p>10</p>	<p>Have Ss make a chart on a piece of paper.</p> <table border="1" data-bbox="326 254 1060 323"> <thead> <tr> <th>Name</th> <th>Food</th> <th>Side</th> <th>Drink</th> <th>Hold</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table> <p>Model for Ss using badges. T(clerk badge): What would you like? S: Yes, I'll have a hamburger. T: Anything else? S: I'd like fries and a coke. T: Anything else? S: Hold the onions, please. T: Thank you.</p> <p>Write answers on the board. Exchange cards and model again.</p> <p>Have Ss mingle and ask different classmates for the order. When finished Ss exchange badges and repeat. . If the classmate know the answer mark the animal finished. If not Ss continue to minute and ask again. Ss continue until they find an answer for all five animals.</p>	Name	Food	Side	Drink	Hold							<p>Model the final activity for Ss.</p> <p>Objective: use ordering language to order food and specify custom requests in a restaurant role play mingle activity.</p>	<p>Paper for Ss</p>
Name	Food	Side	Drink	Hold										
<p>3-5</p>	<p>Closing: Invite a pair of Ss to come to the front of the class and repeat for the class. Have Ss share what they ordered.</p>													