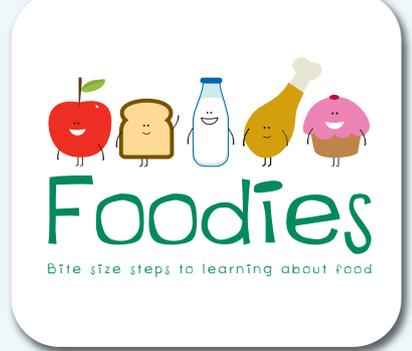


Foodies Interactive Games - Teacher Notes



Game name

Fabulous Foodies Quiz

Target age range

KS1 and KS2 pupils

Game objective

To answer correctly as many questions as possible by applying learning of where food comes from, based on the Foodies programme.

Game overview

The Fabulous Foodies Quiz is suitable for use in the classroom for KS1 and KS2 pupils. There are three levels of play:

Easy: From the Farm – the questions test pupils' knowledge of where basic foods come from (e.g. different meats, fruits and vegetables)

Medium: From the Shop: – this level aims to build on the first level and tests knowledge of foods found in supermarkets, which are more processed or made with more than one ingredient (e.g. bread, dairy products, chocolate)

Challenging: From the World – the final level aims to test pupils' knowledge of where in the world different foods originate from (e.g. rice, exotic fruits, tea)

Each level does not automatically follow from the previous one – there are three options for the teacher (or pupil) to select from depending on the age/ability of the class/pupil. Once a level is selected, the player is shown a set of instructions, followed by 10 questions. For each question, there are 3 multiple choice answers - a mix of words and pictures are used for each question/answer.

Fun and informative facts also appear at random alongside the correct answers to aid learning and provide further topics for discussion.

At the end of each level, there is the option to try the level again or go to the next level. At the end of the challenging level, the player has the option to try the level again or go back to previous levels.

It is possible to end every game at any point.

Supporting Resources:

Theme 1 'Where does our food come from?' – KS1 Lessons 1-5; KS2 Lessons 1-4

Theme 2 'Where can we buy our food?' – KS1 Lesson 3; KS2 Lesson 3

Computer/IWB Instructions:

Easy and Medium level - Players either click on (using mouse) or touch (using IWB) their chosen answer to a question.

Challenging level – Players must drag the food item over to their selected answer to a question, by either using the mouse (computer) or their finger (IWB)



Game name

The A-Maze-ing Foodies Challenge

Target age range

KS1 and KS2 pupils

Game objective

To find the way through a maze, eating healthily along the way in order to complete the challenge.

Game overview

The A-Maze-ing Foodies Challenge has three levels of play, which increase in difficulty and complexity.

Each level will automatically follow from the previous one. The levels are designed to become progressively more difficult from Easy to Challenging.

Pupils must work their way around the maze, eating as many of the healthier foods as possible before going to the 'Finish'. They should avoid eating too many treat foods (chocolate, fizzy drinks etc) or they will lose energy and may not complete the challenge! The more healthier foods they eat, the higher they will score.

For each level completed, points will be awarded based on the number of healthier foods eaten.

The game ends once the player reaches the finish.

If the player's energy runs out before they complete the maze, the game will be over and they will need to start again.

Easy level: this is a simple maze where the player must work their way around the maze, eating as many of the healthier foods as possible before going to the 'Finish'. They should avoid eating too many treat foods (chocolate, fizzy drinks etc) or they will lose energy and may not complete the challenge! Scores are awarded based on the foods that are eaten – the healthier the choices are, the higher the score.

Medium level: As per Easy level, but the maze is more complex and the player also needs to eat at least 5 fruit and vegetables in order to complete the maze.

Challenging level: This is a more complex maze and, in addition to eating 5 fruit and vegetables, the player must also eat one food from each food group in order to complete the maze.

Supporting Resources:

Theme 3 'A healthy, balanced diet' - KS1 Lessons 1-3; KS2 Lessons 1-5

Computer/IWB Instructions:

All levels - Players can move the character either by using the up, down, left and right arrows on the keyboard, or the IWB. Or if using a mouse, touch/click the space they want the character to move to.



Game name

Fantastic Foodies Feast

Target age range

KS1 and KS2 pupils

Game objective

For the player to design his/her own meal, choosing what and where to eat and who to eat with, applying learning about social aspects of food as well as healthier food types based on the Foodies programme.

Game overview:

The purpose of the game is to create a perfect feast selecting various options from the following areas:

- Guests
- What meal (breakfast, lunch, dinner)
- Where to eat the meal (indoors or outdoors)
- What food they would like served
- What drinks they would like served
- How to dress the table

The objective is to gain as high a score as possible. Points are given for the **appropriateness** of certain options selected and **healthiness** of the food and drink choice selected.

There are 3 levels in total which all have the same objective and format. However, as the levels go up, the different options given to the players will change and factors that players will need to consider to increase their score will become more complex.

Easy: the score is calculated on the appropriateness of the food and drink choices for the meal, e.g. if they choose dinner as the meal and roast beef, potatoes and vegetables they will receive a high score. If they choose the same menu but for breakfast, they will receive a low score. In addition, if they choose this menu for an indoor meal, their score will be high. A choice of picnic for this menu will result in a lower score.

Medium: a new dimension is added whereby players will be asked to also think about the healthiness of their food choices. Higher scores will be given to healthier menu options and low scores to less healthy options.

Challenging: a further dimension asks the player to 'dress' the table from a list of different options. Again, higher points will be given for appropriateness of dressing to type of meal and location of meal (e.g. napkins and candles at dinner on the kitchen table or rug and paper cups for a picnic).



Game debrief (recommended)

As this game has many factors that influence their score, teachers are advised to review the game with pupils afterwards and discuss why they think they got the score awarded and how they might have got a higher score. For example, were their choices of food and meal setting appropriate for outdoors (or indoors)? Perhaps they chose the less healthy options of certain foods, such as fried instead of grilled or selected foods that were unusual for the meal. In discussing their scores and selected options, pupils can deepen their understanding of:

- making healthier food choices, including thinking about how food is cooked.
- how meal settings and accessories can add to the enjoyment of a meal and can also help make it 'special'.

Supporting Resources:

Theme 4 'Enjoying food' - KS1 Lessons 1, 2, 5-8; KS2 Lessons 1, 2, 5-8

Computer/IWB Instructions:

All levels - Players can make their choices either by clicking on the items they want to select by using a mouse or touching them on an IWB.