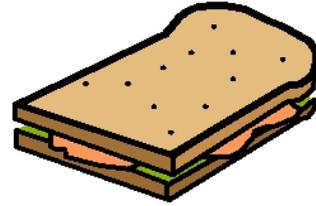


1.2 Make me a sandwich!

Communication Aims

- Put together your own designer sandwich - tasty or terrible;
- Practise accessing 'food' (and other) vocabulary;
- Interaction - to have a bit of a laugh and spend 5-15 minutes productively, in communication terms.



How to Play

Who: one Player, one Helper (or more)

- Helper describes a scenario, and explains that the Player needs to take/eat food – a sandwich;
- Helper asks, what will be in your sandwich? (allowed 2- 6 things);
- Player chooses bread or roll, white or brown;
- With Helper prompting as necessary, Player selects different foods to put in the sandwich;
- Helper lists or ideally draws (and lists) these.

Possible Scenarios

- Going to the beach with your family/friends;
- Going to sea for the day – with possibility of being shipwrecked and living on desert island forever with only self-renewing sandwiches to eat;
- Taking a sandwich as a 'gift' for boy/girl who is a mean bully;
- It's your birthday, and Mum offers to make you your favourite sandwich;
- Your nasty neighbour (could she be a witch?) invites you in on Halloween for a special snack;
- Your brother makes a you a sandwich to take to school for lunch (he's mad!);
- Go to a lovely café, for a treat. Choose whatever you like best;
- You get to the finals of a famous TV show 'Master Sandwich'. What will you make?

What You Need

Nothing much needed. If you are very well organised you could use:

- A pad of paper and some felt tips to draw a (dreadfully duff but jokey) picture of the sandwiches the Player describes. Remember to also write down a list of words used, as a record. (Or just write the list, if you can't/won't draw.)



Vocabulary

- If you don't have time to prepare or add new vocabulary, just go with whatever food the Player already has stored in their device;
- If you do have some time, you could add some or all of the following, as needed:

*Bread roll toast tomato sauce/ketchup mayonnaise/salad cream
pickle cheese ham lettuce tomato egg chicken cucumber tuna bacon
sausage prawns jam peanut butter marmalade fish fingers chips
marshmallow chocolate mousse jelly worms caterpillars slugs spiders
mud sand grass cardboard.*

Hints and Tips

- With younger or less communication-experienced Players, set the Player up on his/her 'food' page (s) and stay there - don't expect navigation between different pages, at first;
- Add new vocabulary (see above) to that same page (or, if no room, to a further single page linking from the normal Food Page);
- With more able Players, identify a number of different vocabulary pages that can be used and expect them to navigate between them as part of the game. (e.g. add the yucky vocabulary (above) to 'minibeasts' section, not food).

Extensions

- Think up more of your own scenarios.

Will take longer

- Try actually physically making (and eating) together a sandwich that a Player has described;
- Play in a small group and take a vote at the end for 'the nicest sandwich' and/or 'the nastiest sandwich'. Applause, Points /Prizes can be awarded;
- Display drawings of the sandwiches and take a vote.