Food

Introduction

- **Level:** A2
- **Skills:** Reading
- **Topics:** Vocabulary – Food

The enigma

- ### Keywords

Students will receive a message from a chatbot on a computer, they'll have to find ingredients around the room and figure out which recipe you can cook with them. There will be a cooking book around to help them and the answer of the enigma is the number of the page where the recipe is in the book, which will be the code for a lock.

- ### Toolbox

The recipe, a recipe book, Ingredients (image/picture or real ingredients) pasta, water, salt, pepper, olive oil, eggs, ham/bacon or whichever ingredients they use in the book you have available.

- ### Description of the enigma

Students will receive a message from a chatbot on a computer with this question: 'Hello everyone! I need to prepare lunch and I don't have time to go to the market, what could I make with the ingredients around the room?'. Players will then have to find a recipe book and figure out which recipe they can cook with the ingredients found. When they type in the correct answer the chatbot will ask them where the recipe can be found (the page number in the recipe book), and then it will tell them that the number is strange or familiar and that it must mean something, thus giving the players the clue that they need to use that very number to open a lock or a safe in the room (for a different enigma).

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Hints

The GM can give clues to the students on the whereabouts of the ingredients, and maybe tell them what their favourite food is (something close to the answer, or maybe the recipe that is next to the answer in the cooking book), and then make the players try to remember where they could use the page number if they don't know how to use it.

More information

Possible restriction

Students with dyslexia might find it difficult to type in the answers in the chatbot or reading the recipe, depending on the book used.

Reference

The recipes will be in whichever cooking book is available for the teachers.