

Grocery Game

Mentor Apprentice in the Classroom

Note: This activity requires the fluent speaker to raise their voice. It is suitable to deliver when participants become less shy in class.

Resources: A fluent speaker seated in the back of the classroom will be your resource, as well as a board and writing instrument at the front of the room.

Instructions:

Draw 6-10 items of food with prices on the board. Pretend to phone your fluent speaker, who is seated at the back of the room.

Ring! Ring! Hello?

“I am going to the grocery store. Do you need anything?”

The fluent speaker and the teacher will have a loud discussion in our language while the teacher is “shopping” at the board and calculating how much money is needed (show calculations on the board, describing the calculations as you write) to cover the number of grocery items ordered.

The fluent speaker should order from the 6-10 items drawn on the board so the teacher can point to the items while discussing it, and write up the quantities ordered. Once the game is well underway and the order is almost complete, the speaker can order an additional item as a surprise twist, and the teacher will draw the new item beside the others, with a price as well, adding it to the total.

The teacher and fluent speaker can stay on the phone through the check-out and throughout the delivery if you choose.