## 4. Simulation: "The Great Canadian Pancake House"

	The Great Canadian Pancake House
Name of the simulation	
Sequence of the simulation	<ol> <li>Children enter the room and sit down at the restaurant table. Waitress welcomes them and asks them what they would like to drink/eat.</li> <li>Children order their drinks, starters and pancakes. Waitress accepts the order and goes into the kitchen.</li> <li>Waitress returns in great excitement and tells the children that the cook is sick. She asks them to help preparing the pancakes and takes them to the kitchen.</li> <li>Children prepare the dough for their pancakes. Two or three students help them with the hot pans. After they have fried the pancakes they add sugar, cranberries or maple syrup.</li> <li>Children eat their self-made pancakes in the restaurant.</li> <li>After that, they order the dessert, Canadian pancakes.</li> <li>Children receive a pancake recipe and go to the next station.</li> </ol>
Competencies that can be achieved through the simulation	Ordering (Restaurant scene), Reading a recipe, Following instructions, Communication
Task(s)	Ordering food, Help with cooking
Students' prior knowledge to be able to fulfill the task	Food and kitchen vocabulary, Communication skills
Material (props, worksheet, paper, crayons,…)	Ingredients for the pancakes and toppings (cf. recipes), Drinks, Dishes, Kitchen equipment (Pans, bowls, cooking plates), Recipe
Media (data projector, CD- Player,…)	CD-Player, Background music

Approximate time specification	25 min.
Space requirements	Classroom divided in two parts
Social form	Groups of 2-6 children
Symbol/picture and brief description (in German) for the route card	Kommt ins Great Canadian Pancake House und probiert unsere einmaligen Pfannkuchenkreationen!