

Lunch Crunch Activity 2

Monster's Picnic

Instructions

Learning Objective

Students are able to identify foods that count as a serving of Fruit or Vegetables versus those that do not.

Materials

1. Crunch Cards
2. scissors
3. lunch sacks

Teacher Preparation

1. Allow students to play Lunch Crunch at Playnormous.com.
2. Print out 8-15 sets of the Crunch Cards, depending on your class's size.

Instructions

1. Have students get into groups of 3.
2. Each student gets 2 lunch sacks. With a marker, label one bag "Fruit and Vegetable" and one bag "Non-Fruit and Non-Vegetable." Draw your favorite fruit/vegetable and non-fruit/vegetable on the bag. Set these bags to the side.
3. Each group gets one additional lunch sack. Label this bag the "Crunch Pile" and place it in the middle of the group.
4. Cut out the Crunch Cards.
 - a. Note that there are twelve pages of cards. Each page represents a fruit or vegetable.
 - b. There are six cards on each page. Some cards count as fruit and vegetable servings, some do not.
 - c. There should be a total of 60 Crunch Cards in the deck.
5. Place the Crunch Cards into the "Crunch Pile" bag. Gently close the bag and mix up the cards. Place between partners with bag slightly open.
6. The majority of Monster's Picnic is played much like "Go Fish." Each student draws 10 cards from the Crunch Pile (without looking).
7. The goal of the game is to get as many sets of six cards as possible. Cards are organized according to fruit and vegetable.
8. The youngest person in the pair goes first. Turns are taken going counterclockwise. He or she asks another member of the group if they have a certain card. For example, "Do you have any Strawberry cards?"
 - a. The player must give up the cards if they indeed have the requested cards.
 - b. If the player does not have the requested cards he/she says "Lunch Crunch!" and the asker must draw one card from the Crunch Pile.



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9. If a player gets a set of 6 cards, all of the same fruit and vegetable type, they have made a set. Once a set is made, the player must separate the cards into the two lunch sacks that have been set to the side. The player must decide on their own which cards go in which bag, the "Fruit and Vegetable" bag or the "Non-Fruit and Non-Vegetable" bag.
10. The game ends when all the cards in the Crunch Pile have been matched into sets.
11. The winner of the game must have 1) the most cards and 2) all cards separated into the correct lunch bag.
12. Have the teacher check the potential winner's bags. If the winner has a card in the wrong sack, he/she forfeits the win to the person with the most cards that have been separated correctly.

