Getting to Yum Games

ERE'S A REMINDER OF THE GAMES YOU CAN PLAY WITH YOUR KIDS to instil positive food habits.

| Game | Page | What the game teaches | Age level |
|-------------------------|------|---|-----------|
| 1. The Five Senses | 33 | Taste is influenced by the five senses: sight, touch, hearing, smell, and taste. Kids will better under- stand their reactions to foods (both ones they like, and ones they don't like). | 4 and up |
| 2. The Five Flavors | 34 | The five different flavors: sweet, salty, sour, bitter, and <i>umami</i> (savory). | 4 and up |
| 3. Tasty Taste Buds | 35 | The science behind our taste buds, which are just like muscles: they can be trained! | 4 and up |
| 4. The Supertaster Game | 37 | We all experience taste differently. It may take correspondingly more (or less) time to learn to like new foods. | 6 and up |

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|---|------|---|-----------|
| 5. The Silly Name Game | 52 | Labeling foods can incite kids' enthusiasm for new food. | 3 and up |
| 6. The Smell-Taste Experiment | 53 | Smell plays a large part in determin- ing how things taste. Artificial flavors are used to fool our taste buds. | 6 and up |
| 7. The Mystery Smell Game | 54 | Smell evokes emotions and memo- ries, and affects our feelings about and perceptions of food. | 6 and up |
| 8. The Store-Brand versus Name-Brand Blind Taste Test | 55 | Brands influence (and can even fool) our sense of taste. | 9 and up |
| 9. The Sour Fruit Game | 68 | Sour is an "interesting" rather than a "yucky" taste. | 2 and up |
| 10. The Surprise Sack Game | 69 | Surprise introduces an element of fun to new foods at snack-time. | 3 and up |
| 11. The Smiley Face Game | 85 | A simple happy face makes eating more enjoyable. | 3 and up |
| 12. The Rose, Thorn, and Bud Game | 86 | A great ritual for keeping kids enter- tained at the table. | 5 and up |
| 13. Terrific Textures | 100 | Textures are more complex when foods are combined. Kids will learn to appreciate "adult" textures. | 3 and up |
| 14. The Color Confusion Experiment | 104 | Color influences our sense of taste. | 6 and up |

| 15. The Yogurt Game | 105 | Our sense of taste can be fooled by artificial coloring. | 6 and up |
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| 16. The Mixing Game | 118 | This game teaches your child to enjoy different textures, and to develop their mixing skills, so they'll eat foods with combined textures more easily. | 2 and up |
| 17. Make-Your-Own Kids' Salad | 120 | This child-led cooking strategy helps kids overcome a common food dis- like: salad. Many of my test families' kids were converted to salad lovers using this game. | 4 and up |
| 18. The Slow Food Experi- ment | 131 | The pace at which we eat our food influences how much we enjoy it. In general, the slower we eat, the better. | 6 and up |
| 19. The Same Food Three Ways Experiment | 132 | Food can taste dramatically different depending on preparation style. | 4 and up |
| 20. The Taste of Place Game | 134 | The concept of <i>terroir</i> , a French word that roughly translates as "taste of place." | 6 and up |