

Great Brook Student Design-a-Meal Week

Purpose: Students (in teams) will plan, choose menu items, standardize recipes, analyze nutritional content, and help in the production of the food. This will get the students more involved in the foodservice of their school and exercise the skills needed to complete these tasks; creativity, teamwork, nutrition, math, marketing, and recipe design. At the end of the week, the team who created the meals for the day that sold the most meals will be the winner of the contest.

Recipe deadline: all recipes must be completed by April 3rd 2006

Design-a-Meal Week: April 24th-28th 2006

Tentative Schedule:

Week #1 March 6-10th

- Create a list of names of the children participating
- Contact teachers and set up a time to meet with each team

Week #2 March 13th-17th

- Meet with kids—get team names, list of names on each team, and give them a handout outlining the project.
- Suggest they divide up into breakfast, lunch, and marketing teams

Week #3 March 20th-24th

- Collect recipes/menus from kids and remind them about marketing
- Send out letter to parents
- Help kitchen find recipes and figure inventory

March 17th-21st

- Possible decorations?
- Clear permission and arrange help in kitchen

Week of April 24th-28th

- Help in kitchen