

Exploring fruit and vegetables in culinary technology

Project Nr. 2022-1-FR01-KA220-VET-000086996







Subject:

Culinary Technology

Grades:

9th - 11th grade

Observations:

 As apprentices have very different educational backgrounds, it is difficult to determine an overall level of knowledge in the classroom.

Learning objectives:

- Level 1: Identify and classify fruits, fresh and dried vegetables, potatoes.
- Level 2: Know the criteria of quality, freshness and storage.
- Level 3: Deciphering a professional fruit and vegetable label.
- Level 4: Cite regulations, indicate the composition of a label.

Expected results:

- Receive, control and store goods in compliance with the regulations in force and applying techniques for the prevention of risks related to the activity.
- Collect all the information and organize your culinary production in accordance with the instructions and the time allotted by implementing the specific knowledge of edible plants.
- Comply with the regulations in force in the field of edible plants.
- Optimize production according to seasonality.





Content of the unit:

Culinary technology is an essential component of vocational training: it mixes theory and practice. Apprentices discover the fundamentals of cooking, from the selection of ingredients, their specificities and the ways of preparing them. They must acquire the hygiene standards specific to the profession, but also precise skills in the techniques of cutting, cooking, and preparing dishes listed in the reference system. Since 2023, emphasis has also been placed on better integrating issues related to food and sustainable development (vegetarian cuisine in particular) and taking into account the increased demands of consumers who want to be better informed and diversify their eating habits.

How will I motivate students?:

The subject is a challenge for many students as the courses can be long and demanding in terms of the skills to be acquired. Students who choose apprenticeship do not always have a very "academic" profile and this theoretical subject, although related to practical learning, is not obvious.

The challenge is to boost these courses and make them more accessible and attractive.

- LIBMANUELS, to gain interactivity in the theoretical contribution
- Escape Room on GENIALLY for gamification for more autonomous and easier learning.
- Microsoft FORMS for a more user-friendly and intuitive modality.

Pedagogical differentiation

It was noted that some students' difficulties in writing were compensated for by their mastery of digital tools. On the same exercise (with identical skills assessed), students are sometimes led to do better with a digital tool such as their smartphone.





Structure your learning unit:

Face-to-face classes with the possibility of asynchronous exercises for revision at home.

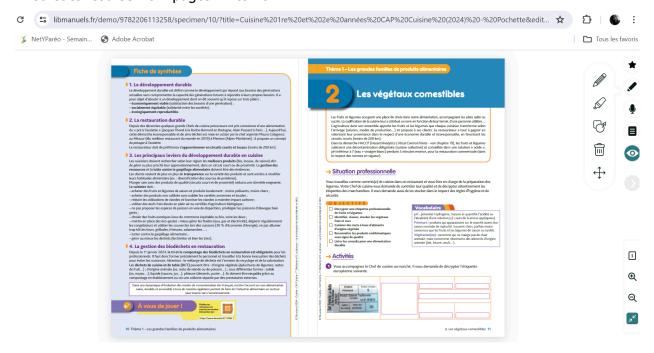
1. Theoretical Course on Edible Plants

Students have access to a **textbook**: Editions DELAGRAVE, Manuel de CAP 1° et 2° en Cuisine et technologie culinaire (ISBN 978-2-206-30957-6) – culinary technology. Teachers have access to the digital version, which can be projected on the blackboard via the **LIBMANUELS**® application. This version is embellished with interactive additions from the editor (access to videos via links or QR codes) and can be filled in by the teacher directly from the computer. Access to this application is possible through the school's teacher prescriber offer.

Via **LIBMANUELS**, the teacher can zoom in on the documents, complete the course, annotate (write or highlight the essential concepts to remember), and display the answer key or not.

Excerpts from Chapter 2 Edible Plants

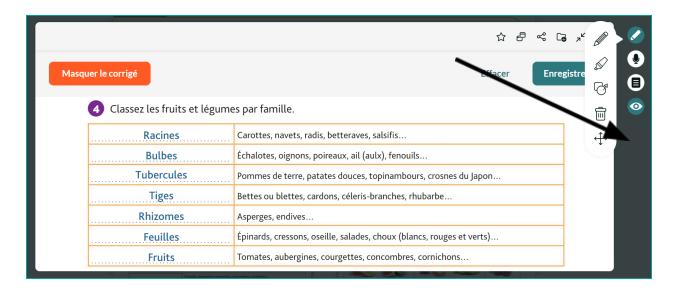
Theoretical course from pages 11 to 18.







The dashboard on the right allows you to annotate, save and read the content of the manual.



2. Completion of the theoretical course and revision SHEET

In addition to the textbook, the technology teacher offers a revision SHEET summarizing the essential concepts to be acquired in the chapter. This sheet is specific to each teacher and includes the textbook if he or she wishes. It is distributed to students on the day of the session and remains available online on the **YPAREO school intranet**.

Excerpt from the YPAREO textbook (document accessible to apprentices in the educational resources):







3. Exercise and application of the theoretical course through an Escape Game on GENIALLY – Formative evaluation

The rest of the course can be organized in such a way as to apply the knowledge learned in the exercises. One of them could be an **ESCAPE GAME** hosted on the **GENIALLY** website which brings a real playful dimension serving both in the learning process and the possibility for the teacher to start measuring the acquisition of his apprentices by closely monitoring their progress. The Escape Game is designed by the teacher according to the revision **SHEET** which sets out the main lines of knowledge that will be used for the final assessment.

A virtual Escape Room replicates the experience of a physical Escape Room in which the participant must solve puzzles and find several clues in order to progress through an overall task and escape most often in a given time. In the digital pedagogical framework, we take up our main lines of knowledge and we imagine for each of them a series of questions that will allow us to pass a level of knowledge and thus to validate the exercise overall.

By setting milestones, the learning experience seems more digestible to the apprentice who progresses and feels rewarded as he goes along. A correct answer allows you to move on to the rest of the questionnaire, and *ultimately* the level. A wrong answer simply returns to the question until the correct answer is found.

Excerpts from the Escape Game "Chaotic Kitchen" based on the course "Fruits, Fresh and Dried Vegetables, Potatoes":

Interactive cover page and Escape Game instructions:







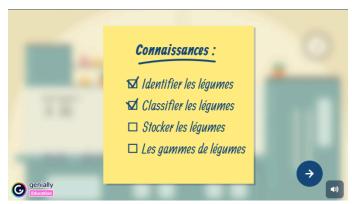


Example question and interface in case of wrong answer:





Skill Tier Progression:



This Escape Game is not intended to be a summative assessment but allows to take stock of the knowledge already acquired by the apprentices and those that are not yet acquired.

The principle of gamification offers the advantage of motivating learning.

4. Microsoft Forms Summative Assessment

It is with a **FORMS** by Microsoft form that we can finally assess the acquisition of the apprentices' knowledge on the subject. The Microsoft interface is user-friendly but still more formal than that of the Escape Game offered just before – which is more compatible in the context of a graded assessment. The questions could be the same if the main lines of knowledge were chosen.

The forms created are modular according to needs and are easily accessible by QR code to be projected on the board, link to be sent by email if the assessment is to take place remotely. Finally, it should be noted that the interface adapts to the computer format but also automatically to a smartphone format.





<u>Cover page of the Forms form based on the course "Fruits, Fresh and Dried Vegetables, Potatoes":</u>



The different types of access to the form:









Mobile-friendly interface



It should be noted that the **FORMS** form can also be offered as a formative assessment at the end of the session – especially if the paper format is still preferred for graded assessments.

There is also the possibility to convert the form into a PDF (without the answers) to offer it in physical format (technical problem: wifi for example, or will of the teacher)

Assign a tool to each step:

LIBMANUEL is a tool accessible free of charge with the teacher prescriber offer. As the students in the class are all equipped with the textbook, the publisher DELAGRAVE makes the online version available to teachers. This can be accessed with or without an internet connection if the teacher has previously downloaded the content on a PC. Access to the different parts of the manual is facilitated by an interactive table of contents or by entering the desired page number. Additional resources can be accessed directly by link or QR code to be displayed in large on the board.

This makes it possible to offer students the content of their textbook projected directly on the board and to manipulate it as needed: learners can be involved by having them complete the exercises on the physical board or complete online by annotating the content. We are thus leaving the classic format of the manual, which is no longer simply a physical tool, but which is also becoming dematerialized and interactive. This tool can finally be used during distance learning with screen sharing.

GENIALLY is a very versatile resource that offers free access to a large number of educational materials: from simple class presentations to the most complex Escape Game. By indicating the





pedagogical use when creating an account, the platform directly offers content adapted to our needs. Genially's great strength is its interactivity and the visual quality of the materials it creates. Comparable to no other platform, Genially stands out for its true originality and variety of creations, which also make the tool rather complex to tackle at first.

To meet this challenge, Genially provides all its users with a self-training platform on its tools called "Genially Academy", available in many languages free of charge. https://academy.genial.ly/catalogue/

Courses offered at the Genially Academy:







Microsoft FORMS is a tool developed by Microsoft that makes it easy to create surveys, questionnaires, or assessments. In addition, it offers the possibility of easily sharing the materials created with the members of the cluster, whether in a live collaboration or for the reuse of questionnaires.

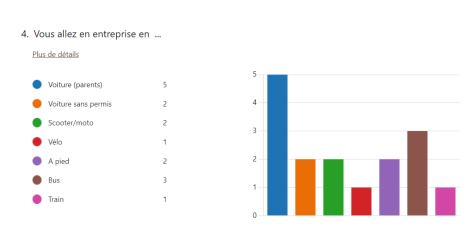
Finally, the pedagogical aspect of FORMS can be mentioned: the assessments offered in this format have several advantages. The digital medium, especially the smartphone, is mastered and appreciated by the apprentices – it also allows some of them to overcome difficulties in writing (spelling, spelling). The knowledge assessment is easy to access, fast and its results can





be easily exported by Microsoft, which offers a transcription of the data in Excel, in graphs or by providing a note (if the option was chosen when creating the form).

Excerpts from a company feedback form (REX):



The REX is carried out by the culinary technology or practice teacher each time learners return to the VET schools. The sessions at the beginning of the year are particularly important because they allow us to gauge the well-being of apprentices and their integration into the company.

Explain why you chose the digital tools:

Libranuel is a free tool designed to be modular and interactive, making it particularly suitable for remote learning. It offers flexibility, allowing teachers and learners to customize content according to their educational needs.

Genially provides a dynamic and interactive interface and is available for free, with the option of upgrading to a Premium account for additional features. Supported by the Genially Academy, this tool is compatible with both remote and asynchronous learning environments, making it a versatile choice for educators.

Microsoft Foms is often available within organizations and offers multiple pedagogical benefits. It is easy to use, features a user-friendly interface, allows for pedagogical differentiation, and provides easily exploitable results. Additionally, it is compatible with both remote and asynchronous learning.

Learning unit created by:

Céline SAHNOUNE & Appolonie RAMIER (CMA Formation Bourgoin-Jallieu - France)