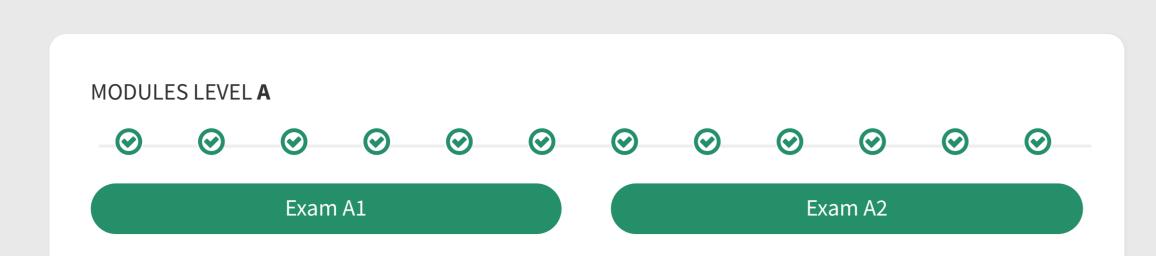
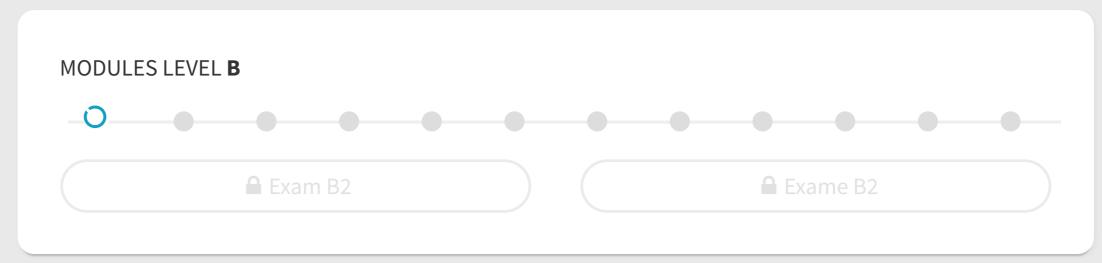


→ MODULES → A1M3 - FOOD AND DRINK







## A1M3 - FOOD AND DRINK

## At the end of this module, the user should be able to:

- engage in basic interactions related to food habits including table manners;
- naming the appliances / machines used in the kitchen;
- understand sections names in supermarkets;
- understand the parts of a restaurant menu, placing an order;

