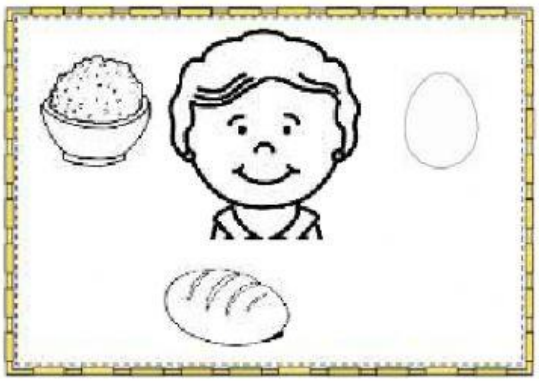
NAME.....

Listen the food and drink preferences for each character and write "y" (for "yes", if she/he likes it) or "n" (for "no", if he/she doesn't like it) for each food or drink element.

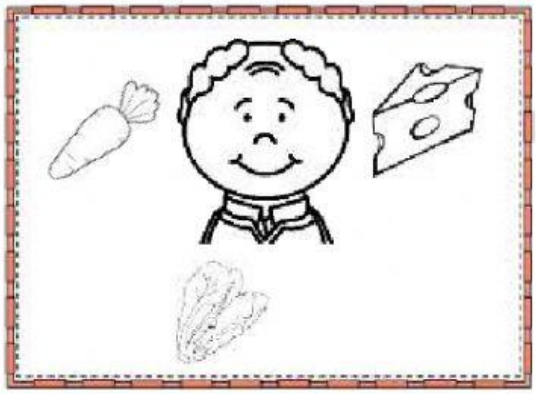


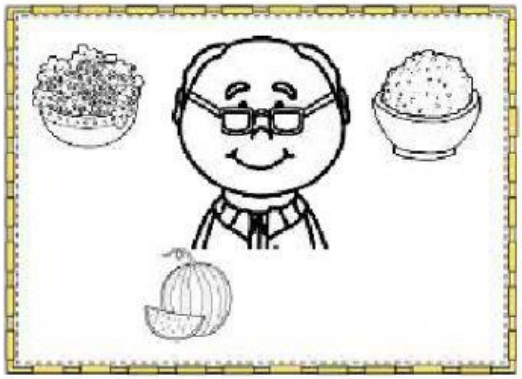














LIVEWORKSHEETS