



Make easy cheesy clouds



Sam Gates

Sam Gates is a member of the Guild of Food Writers. She is also a cook and has written several cookbooks, including her latest one, *The Tin and Traybake Cookbook*. Gates says these easy-to-make cheesy clouds are best eaten when they are still warm. For more recipes visit samgatesfood.co.uk

What you need

(Makes 12)

- 1 egg
- 5tbsp sunflower oil
- 220ml whole milk
- 120g grated Cheddar cheese
- 1tbsp chopped fresh chives (optional)
- 120g plain flour
- Pinch of salt
- 2tsp baking powder
- Paper muffin cases
- Muffin tin (12 holes)
- Whisk
- 2 mixing bowls
- Wooden spoon

Instructions

Heat the oven to 220°C (fan oven 200) or gas mark 6. Next, place the paper muffin cases into a 12-hole muffin tin and put to one side. Now whisk the egg, oil and milk together in a mixing bowl and stir in the cheese using a wooden spoon. Add half of the chives if you are using them. In another mixing bowl, combine the flour, salt and baking powder, and stir it into the cheesy mixture. Now distribute the mixture evenly between the 12 muffin cases. Bake them for 10–12 minutes until they are puffed up and golden, then remove from the oven and leave until cool enough to eat. If you are using chives, sprinkle the rest of them over the cheesy clouds.

You can add chopped chives as a garnish.



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This is a great game to play alone.

Play clock solitaire

What you need

- A full deck of playing cards

Instructions

This is fun to play by yourself. Shuffle the cards and deal them face down into 13 equal piles. Each pile should now have four cards in it. Take 12 of these piles and place them as if they were the numbers on a clock face. The pile that you put in the one o'clock position is now called pile one, the two o'clock pile is pile two, and so on. The 13th pile should go in the middle of the circle. Turn over the top card of each pile so it is face up (as shown). Start the game by picking up the top card from pile 13. Find the pile that represents that number on the clock then place the card face up at the bottom of the pile. For example, if it's a two, it should go at the bottom of the 2 o'clock pile. Aces count as ones, jacks as 11, queens as 12, and kings go in the central 13th pile. Now you should pick up the top card from the pile where you placed the last one, and then place that where it belongs. You win when piles 1–12 are all made up of matching cards (four aces, four twos and so on). You lose if all four kings appear in the centre pile first.



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