

HOMEMADE CHEESE CRACKERS + TOMATO SOUP

CHEESE CRACKERS

INGREDIENTS:

8 ounces sharp cheddar cheese, shredded
¼ cup unsalted butter, at room temperature
1 teaspoon salt
1 cup flour (all-purpose or whole wheat or a mix of both)
2 to 3 tablespoons ice water

DIRECTIONS:

In a large bowl mix the cheese, butter, and salt until combined.
Add the flour and mix until pebbly (like sand at the beach).
Slowly add 2 tablespoons of water and mix until the dough forms a ball.
If the dough seems too crumbly then add the additional tablespoon of water, a little at a time, until the dough forms.

Preheat the oven to 375 degrees F. Line two baking sheets with parchment paper.
Divide the dough into two pieces, sprinkle a little flour on your work surface and your rolling pin and roll dough out about ⅛" thick.
Now's the time to shape the crackers!
Using cookie cutters, a pastry wheel, a pizza cutter and more - make fun shapes!
Transfer your edible art to your parchment lined baking sheets with just a little space between crackers.

Bake for 15 to 17 minutes, or until puffed and browning at the edges. Immediately move the crackers to a plate or wire rack to cool.

Crackers can be stored in an airtight container for up to 1 week... if they last that long.

EASY TOMATO SOUP

Prep + cook time 30 mins

FOR 10 PEOPLE

INGREDIENTS:

4 tablespoons unsalted butter

1 large yellow onion, diced

3 (28-ounce) can crushed tomatoes

1.5 cups water

2 teaspoon salt, or more to taste

Pepper, to taste

*optional - add 1/2 cup cream or 1/2 + 1/2 for a creamy tomato soup

DIRECTIONS:

Melt butter over medium heat in a heavy large saucepan.

Add onion and saute for about 5 minutes until soft and translucent. Then add water, canned tomatoes, and salt. Bring to a simmer. Cook, uncovered, for about 30 minutes. Stir occasionally and add additional salt as needed and cream if you would like a creamy soup.

Blend the soup with an immersion blender, and then season to taste. If you use a regular blender, be careful with the hot liquid and do not fill the blender as much as you usually would.