

Teach Ag Lesson Plan: Christina Maschmeyer –Winfield

Teach Ag Day: September 17, 2020

Lesson Title/Concept: Minute to Win It...Teach Ag Style	
Objective: Connect <i>Minute to Win It Games</i> with tasks/activities/skills that an Agriculture Teacher does/needs each day.	
Items Needed for all 5 games: <ul style="list-style-type: none">• Balloons (enough for 2 per student)• Small slips of paper (1 per student)• Lots of pennies (consider 30+ per student)• Goldfish crackers (or other crackers)• Plates (2 per student)• Straws (1 per student)• Spaghetti Noodles (1 Noodle per student)• Penne Noodles (at least 6 per student)• Wooden skewer/Chopsticks (1 per student)• Cheerios (Handful per student)	
Interest Approach	<ul style="list-style-type: none">• Show students a clip of Minute to Win It on YouTube! (I like the “cookie face” game as an interest approach)• Tell them that we are playing games today, but not just any game... We are playing “Minute to Win It...Teach Ag Style”
Game 1: Defying Gravity Balloon Juggling Game	<p>Students will each get two balloons that will need to be blown up. The teacher will start a timer for 1 minute and students have to keep both balloons in the air for the entire minute, without using their hands or arms to keep it in the air. They are not allowed to let either of the balloons rest on any part of their body. They cannot let the balloons touch the ground. If either balloon touches the ground, they are done. Each student who successfully keeps both balloons in the air for 1 minute, without cheating, will receive 2 points.</p> <p>Tie to Ag Teaching: Just like you had to keep these balloons afloat, Agriculture teachers have to juggle many items each day, often at one time, and they cannot let any of their items go by the wayside (like balloons dropping to the floor). If you were able to keep the balloons afloat...maybe you have a useful skill towards being an agriculture teacher.</p>
Game 2: Penny Tower/Guess is Best Game	<p>Have each student write down their name on a slip of paper, then have them guess how many pennies they can stack in a single stack, without them falling over, in 1 minute. After they have written down their guess, have them turn their paper in to the teacher. The teacher will then set the timer for 1 minute, and allow students to begin stacking. At the end of 1 minute, ask all students to raise both hands in the air and step away from their towers. IF their penny tower did not fall, they can count how many pennies they were able to stack. Teacher will then hand back their papers and see who was the closest. The top 3 students who were the closest to their guess should receive, 3 points, 2 points, and then 1 point respectively.</p> <p>Tie to Ag Teaching: Just like guessing how many coins you THINK you could stack, teachers have to make a lot of educated guesses when it comes to lesson plans and teaching. Based on what they know about their students, they can plan to allow a certain amount of time for different tasks and activities in classes, however, they may not always be right. So, they need to be able to adapt to their environment, and always have a back-up plan!</p>

<p>Game 3: Goldfish Jumping Game</p>	<p>Each student will need a plate of goldfish, an empty plate, and a straw. Students will have 1 minute to transfer as many goldfish from one plate to the other using only the suction of the straw. They cannot use their hands.</p> <p>At the end of the minute, students will receive points for the following breakdown: 30 or more: 5 points; 25-29: 4 points; 20-24: 3 points; 10-19: 2 points; less than 10: 1 point; no goldfish: 0 points.</p> <p><u>Tie to Ag Teaching:</u> This game was labor intensive, just like it is to be an agriculture teacher. As you can see from your score, the more work you put in, and the quicker you worked, the more points you received. Being an agriculture teacher does take a lot of work, however, the reward is so great!</p>
<p>Game 4: Spaghetti Stacks Game</p>	<p>Each student will receive an uncooked spaghetti noodle. Be sure that all students have an unbroken noodle. Then, in front of each student, place a handful of uncooked penne noodles. Be sure to tell students they cannot arrange the penne noodles in any particular way (just do not touch them). Students will have 1 minute to collect as many penne noodles as they can on their uncooked spaghetti noodle. The catch is that the spaghetti noodle must be in their mouth and they cannot use their hands. Students who fill their spaghetti noodle (about 6 penne) should receive 3 points. Students who get 3-5 penne noodles should receive 2 points. Students who get less than 3 penne noodles should receive 1 point. Students who get 0 penne noodles should receive 0 points.</p> <p><u>Tie to Ag Teaching:</u> This game took some skill, delicacy, and finesse. Ag teaching, and teaching in general, is much the same way. Teachers who are dealing with students must have a gentle, caring side. They also must be able to use their skills to teach their subject with finesse.</p>
<p>Game 5: The Right Tool for the Job? Game</p>	<p>Students are given 1 wooden skewer or chopstick. Place a handful of cheerios in front of the student. They have 1 minute to stack as many cheerios as they can on top of one another. They can only use one hand for this game, their other must be placed behind their back during the entire game. At the end of 1 minute, have students count how many cheerios they were able to stack and award points as follows: 10 or more cheerios stacked: 3 points; 5-9 cheerios stacked: 2 points; 1-4 cheerios stacked: 1 point; 0 cheerios stacked or the stack falls over: 0 points</p> <p><u>Tie to Ag Teaching:</u> Teachers are not always given the correct resources or the amount of resources they need to properly do their job, however, they must accept that, adapt, and soldier on! Just like this game allowed for a large task, without many resources, teachers must work in that type of situation quite often. It is perseverance and a willingness to succeed that make a great teacher!</p>
<p>Completion</p>	<ul style="list-style-type: none"> • At the end of the games, tally student scores. The students who scored the highest MIGHT be interested in being a teacher, as they have shown they have the skills necessary to succeed! <i>(This can be said, but only for fun!)</i> • Use the remainder of the class period allowing students to ask questions, sharing stories of being a teacher, and/or discussing why they should consider teaching agriculture in the future!
<p>Notes:</p>	<p><i>You can substitute many different items you might have at home or already at school in place of the suggestions I made above. You can also add games, change the names, change the time limits, and/or expand on the ties that I created. Be creative and make it your own! These are just a few suggestions to get you started on a fun day of showing students why they should consider teaching ag!</i></p>