



NOTES

Food for America - Demonstration Plan

Unit: Careers

Demonstration: Career Memory (20-30 minutes)

Objective(s):

1. Students will be exposed to a variety of agriculture careers.

Materials, Supplies, Equipment, References, and Other Resources:

- 40 5"X7" index cards
- Tape

Card Construction – This is basically a giant memory or concentration game. Cards can be taped on the wall or placed on the ground. For each agriculture career make two cards. Write numbers on the back. For younger grades, draw a picture of the career and write the name of the career on each card for a simple match. For older grades, you can omit pictures or make one card a career and its match the definition. Be creative! The following are careers you can use, but feel free to use other careers as well!

Cattle producer	Biochemist	Flower Producer	Beekeeper	Poultry Manager
Mechanic	Meat Cutter	Land Surveyor	Welder	Ag Pilot
Animal Groomer	Fire Fighter	Entomologist	Veterinarian	Floral Designer
Ag Journalist	Ag Teacher	Ag Accountant	Golf Course Superintendent	
Horse Trainer				

Introduction:

Connection to students – Who has ever heard the word agriculture before? What is agriculture? That's right. Agriculture is all of that, but the amazing thing is that agriculture is a lot more. In fact there are over 200 exciting jobs in agriculture, and they affect us every day.

Motivation – Who has every played memory or concentration? What is the object of the game? (To find a pair and match it.) You've got it! We're going to play some memory today! But today's game is extra special. We depend on agriculture every day for the food we eat, the clothes we wear, and the natural resources we enjoy.

Overview – Today you will have the chance to compete in teams to find the match for agriculture jobs.



Procedures (How to Perform the Step)

- On the wall are (20) different jobs in agriculture. Each job card has a match with the same picture/word/definition on it.
- When it is your team's turn, one person will choose a number. I will flip the card over like this (model an example).
- After you see the card, the same person picks the next number to try to find the match, like this (model example).
- If you get a match, your team gets 1 point, and we take the cards off the wall. If you don't get a match, it becomes the other team's turn.
- At the end of the game, the team with the most points wins.

- How can I clarify the game?

When I say GO, find a partner. GO!

One person picks "A" and the other person picks "B." Got it?

All right, A's over "here" and B's over "here"!

Motion to parts of the room for the game.

- Play game with students, making sure each student gets a chance to choose a card.
- Clarify what each job is if students are unclear.
- Keep pace upbeat for a fun atmosphere.
- Select a winner and have the other team give them a standing ovation.

- Instead of matching pictures, have a career on one card and the matching definition on another.
- Use jobs that are more specific to your area.
- Ask questions as you go along to check students' knowledge of the different jobs.

- Have students gather back in their seats.

If time allows, ask students if they have any questions about the jobs they saw today.

8-10