

FROM FIELD TO FRIDGE – THE AGRICULTURE CHALLENGE PATHFINDERS



PROGRAM COMMITTEE

Do at least one activity under each Section: Plants, Soil, Economics, and Animals.

PLANTS

1. What makes a plant a weed? Find out how different plants came to Canada. (i.e.: Dandelion was brought over as a root crop and adapted so well to our environment reproducing with both seed and root)
2. Plant six different types of seeds and watch them grow. Show how a seed sprouts to become a plant
3. Grow a plant from a cutting, bulb or root.
4. Make a work of art using different types of grains

SOILS

1. What lives in a field? Go on a field trip to a field. What lives there? What bugs, weeds and plants exist? Are they good or bad?
2. What does it take for a plant to grow? Design an experiment where one of the variables of hours of sun, amount of water, depth of seed burial, or soil composition are varied and observe the effects.
3. What is soil made of? (Sand, Silt and Clay.). Create something using one component of soil such as sand art or clay molding.

ECONOMICS

1. What jobs are available in the Agricultural industry? Play a game of charades with the different jobs available. (Grain buyers, Agronomists, Farm workers, research, sales, international sales, food safety, food production, scientists, truck drivers)
2. How much does it cost to grow a field of wheat?
3. Farmers are resourceful. Create something using wire, wood or twine.

ANIMALS

1. If possible visit a farm.
2. It is important for a beef farmer to manage his/her grass. Learn about 6 different types of grasses or plants that exist in pasture in your area. What is their job? (ie: blue grass, western wheat grass, wolf willow (nitrogen fixing), buffalo bean (Nitrogen fixing), creeping cedar (soil stabilizer), crested wheat grass, needle and thread grass, blue gramma)
3. Learn how to shear a sheep. Try making something using wool.
4. Try making butter from cream.