## **Lesson 2: Soil Nutrients**



Self-Guided Experience

Use the steps below to navigate through the Journey 2050 Self-Guided Experience.

1	Begin the <u>Journey 2050 Lesson 2: Soil Nutrients   Self-Guided Experience</u> video. You will hear a brief introduction to this lesson.	回游戏回
2	Watch the <u>Journey 2050: Soil Nutrients</u> video. As you watch, record the answers to the following 4 questions:	
	1- What three primary nutrients are necessary for healthy plant growth? How can they be replenished?	
	2- How does a plant resist disease and pests?	
	3- What are "best management practices?"	
	4– What are the 4Rs?	
3	Continue the <u>Journey 2050 Lesson 2: Soil Nutrients Self-Guided Experience</u>	
	video. ("Step 3" chapter marker)	

1- Why does soil matter?

Play Level 2 of the Journey 2050 Sustainability Farming Game. The game can be downloaded to devices from Google Play or the App Store. It can also be <u>played online</u> using Chrome, Safari or Firefox.



- Finish the <u>Journey 2050 Lesson 2: Self-Guided Experience</u> video ("Step 5" chapter marker). Then, answer the questions below and review the key points.
  - 1- Which nutrient practice was best?
  - 2- If nutrients were over or under applied, what impacts did you notice on crop yields, the environment, or economics?
  - 3- How can farmers apply nutrients in a sustainable way?

## **Key Points:**

- Agriculture provides our food supply. Growing our food requires the use of nutrients, which must be returned to the soil through proper application in order to continue growing healthy crops.
- Crops grown in soil without proper nutrients are less healthy, less resistant to insects and diseases, and produce a less abundant harvest than crops grown in nutrient-rich soil.
- When plant health is managed using best practices farmers can be more successful in harvesting an abundant crop of healthy foods.

## **Additional Activities:**

 Complete a <u>word search, crossword puzzle, or matching activity</u> to study the relevant vocabulary terms in the Journey 2050 program.

