



# **Oklahoma Minute to Win It: Ag Commodity Edition**

## ***Overview and Curriculum Connections***

*Oklahoma Minute to Win It: Ag Commodity Edition* is an interactive game-show style presentation that can be used to teach students or adults about agriculture in a fun and exciting way. It can be presented in its entirety to an audience, or games can be set up in a booth or activity station to engage and teach passers-by about agriculture.

One of the great attributes of *Oklahoma Minute to Win It: Ag Commodity Edition* is its flexibility. The games have the ability to traverse both non-formal and traditional forms of education. The presentation can easily be lengthened or shortened, and the games can be simplified or made more challenging to fit any age and skill level. Games can be adapted to include your state's commodity, and the facts can be changed to highlight different aspects of agriculture. Whether it is used in a classroom, at a fair, or during a community event, *Oklahoma Minute to Win It: Ag Commodity Edition* is sure to be a hit with students and adults alike!

Below are some suggestions for using this action and education packed program in and out of a school setting.

Ways to use in Schools:

- Brain breaks

- Station activity (in classroom, or school event)
- Lesson introductions
- Collecting data to use in math or science
- Providing an overview of agriculture in your state or the U.S.

Additional Uses:

- Station activity (community event, county fair booth, etc.)
- Presentation with an audience (fair presentation, Ag Day, etc.)
- 4H or FFA Meetings or events they are hosting for younger students

## **Ag in the Classroom Lesson Connections**

Below is a list of suggested Oklahoma Ag in the Classroom lessons that you can use to enrich and expand the information shared in each level of the game. Please keep in mind that this list is not a complete list of lessons, we have many more great lessons which can all be found online at: [www.agclassroom.org/ok](http://www.agclassroom.org/ok)

*Level Beef Related AITC Lessons:*

- Beef is Good for You
- Beautiful Bovine

*Level Pork Related AITC Lessons:*

- Hogs on a Diet
- Truth or Hogwash

*Level Poultry Related AITC Lessons:*

- Clucking Chickens
- Make Mine Turkey

*Level Wheat Related AITC Lessons:*

- Wheat From Field to Oven
- Oklahoma Wheat on the World Market

*Level Hay Related AITC Lessons:*

- A Hundred Bales of Hay
- They Don't Just Eat Grass

*Level Poultry Related AITC Lessons:*

- Clucking Chickens
- Make Mine Turkey

*Level Dairy Related AITC Lessons:*

- Beef or Dairy
- Say Cheese

*Level Corn Related AITC Lessons:*

- Pop Pop Popcorn
- Corn in Ancient America

*Level Soybean Related AITC Lessons:*

- Milk by the Gallon, Strawberries by the Quart
- Oklahoma's Other Oilfield

*Level Cotton Related AITC Lessons:*

- Just Lookin' For a Home
- Cotton Pickin': Before and After the Civil War

*Level Peanuts Related AITC Lessons:*

- Math for Peanuts
- The Peanut Wizard

*Level Crops Related AITC Lessons:*

- The Sunflower Story
- Sorghum Feeds Oklahoma Cattle

*Level Pecans Related AITC Lessons:*

- Pecan Fingerprints
- A Tough Nut to Crack

*Level Watermelon Related AITC Lessons:*

- Working Watermelon
- Melon Meiosis

*Level Sheep Related AITC Lessons:*

- Counting Sheep
- Wet and Woolly

*Optional Level Fruits and Veggies Related AITC Lessons:*

- Just Peachy
- The Nightshades

## **Curriculum Connections**

Below is a list of ideas for utilizing *Oklahoma Minute to Win It: Ag Commodity Edition* in a traditional classroom setting. These suggestions have been aligned with Oklahoma's Academic Standards and can be easily implemented into classrooms at any grade level.

**Science:**

The *Oklahoma Minute to Win It: Ag Commodity Edition* games offer a platform for larger problem solving and scientific experimentation.

- Scientific Method:
  - Many of the *Oklahoma Minute to Win It: Ag Commodity Edition* games allow students to create a hypothesis as to what might happen during the game.
- Problem Solving
  - Students can make observations, gather data, and brainstorm ways to increase their chances winning the games. After changing certain factors, they can test to see if the changes increased or decreased their chance of winning.
- Plant Life Cycle
  - While the *Oklahoma Minute to Win it: Ag Commodity Edition* games do not have specific ties to the plant life cycle, they do incorporate Oklahoma's commodities, including wheat, corn,

canola and soybeans. These important plants are great for teaching about the life cycle and characteristics of plants. Playing one of the game is a great way to introduce a plant unit and excite students about the plants grown in their state.

- Weather could be another topic that could be introduced by using *Oklahoma Minute to Win It: Ag Commodity Edition*. Students could be posed with questions regarding why we grow certain crops as opposed to others and how our climate affects those decisions.
- Food and Organisms
  - Much like plant life cycles, students can start to learn about food and nutrition by playing games such as Soda Slurp, Watermelon Writing, Lipstick Stack, and Egg Fling.
- Mass/Force
  - Bean Bounce as well as Sheep Strike allow students to apply the concepts of objects in motion hitting other objects and see what happens to them when the motion is transferred. This is a great opportunity to change factors, create a hypotheses, and see what happens after factors are changed.

Math:

*Oklahoma Minute to Win It: Ag Commodity Edition* can apply directly to math concepts learned in elementary grades. Below are the themes that can be found relating to mathematical concepts. Note: These are just a few of the standards found that can be met using *Oklahoma Minute to Win It: Ag Commodity Edition*. The activities can be made more or less challenging depending on the age group and changed to meet your grades standards.

- Probability
  - Peanut Toss: To connect this game to probability, ask students to count the total number of peanuts that one student tosses in 60 seconds and the number of peanuts that go into the coffee cans. Students will use these numbers to figure out the probability of completing the peanut toss in sixty seconds.
  - Along with probability, fractions can be incorporated into many of the games. By using data received from playing these challenges students can set up fractions, probability, and numerous other math skills.
- Counting
  - For younger elementary students, having them count the amount of actions successfully completed (seeds that make it into the bucket, peanuts in each can, eggs thrown etc.) out loud or individually can aid in number recognition as well as number sequencing.
  - Along with counting, students can draw the amount of items (soybeans, eggs, etc) that were correctly placed in a container, caught, etc etc.
- Measuring
  - In Pecan Rolling, the game can be altered to measure how far each pecan rolls with one breath. You can compare this distance to the total distance the pecan is supposed to roll.
- Fractions
  - If they needed to complete five of a certain task and they only did three, they could shade in three out of the five items.
- Division
  - Using games such as Egg Fling, students will divide how many eggs must be successfully moved with the total number of objects.

- Recording Data
  - Each of the *Oklahoma Minute to Win It: Ag Commodity Edition* games produce data that students can record and use in future assignments. They can also make graphs, and charts to practice displaying the data.
  - Making predictions is another direction teachers can take *Oklahoma Minute to Win It: Ag Commodity Edition*. By having the students predict outcomes and record results, prediction, estimation, and data recording skills can be practiced.
- Angles
  - Soybean Bounce can be used to discuss angles and the trajectory of objects. Each soybean bounces at a different angle. Have students draw those angles and identify what type of angle they have drawn.

#### Social Studies:

- History of Oklahoma Agriculture
  - *Oklahoma Minute to Win It: Ag Commodity Edition* focuses on Oklahoma Agriculture. All major commodities are represented and the presentation gives a good overview through current facts and statistics. Agriculture has always been an important part of life in our state. *Oklahoma Minute to Win It: Ag Commodity Edition* could be used as a tool to introduce an Oklahoma unit by discussing agriculture today and then working backwards to study farming practices used by early settlers and Native Americans in Oklahoma.
- Geography
  - Different commodities are produced across the United States. The games can be adapted to represent commodities from other states and

used to introduce learning about various regions in the United States.

- Cultures and Society
  - Agriculture is a part of all cultures and every aspect of society. Nearly everything we eat, wear, and use daily would not exist without this important industry. Studying how agriculture impacts societies is a great tie to real life. Many of the products identified in *Oklahoma Minute to Win It: Ag Commodity Edition* are things many people do not think of as coming from agriculture. The information presented during the games will spark discussion about the role agriculture plays in our lives and lead to a greater understanding of what farmers do for us every day.

#### Language Arts:

- Writing
  - Students can be given the writing prompts provided in this document to write opinion pieces, informative/explanatory pieces, or narratives.
  - Students can research the various commodities grown and raised in Oklahoma to add facts and strengthen their writing.
  - Students should produce grade appropriate clear and coherent writings about agriculture in which they demonstrate command of the conventions of standard English.

### Additional Resources

#### Books:

- Gibbons, Gail, *Pigs*, Holiday House, 2003.
- Peterson, Cris, *Clarabelle: Making Milk and So Much More*, Boyds Mills, 2007.

- Townsend, Una Belle, *Grady's in the Silo*, Pelican, 2003.
- Wolfman, Judy, and David Lorenz Winston, *Life on a Cattle Farm*, Lerner, 2002.
- Kindschi, Tara, *4-H Guide to Raising Chickens*, Voyageur, 2010.
- Ray, Hannah, *Chickens (Down on the Farm)*, Crabtree, 2008.
- Green, Emily, *Farm Animals: Sheep*, Bellweather, 2007.
- Basel, Roberta, *From Corn to Cereal*, Capstone, 2005.
- Fowler, Allan, and Allen Fowler, *The Wheat We Eat*, Scholastic, 2000.
- Bial, Raymond, *The Super Soybean*, Albert, Whitman and Company, 2007.
- Gunderson, Jessica, and Jerry Acerno, *Eli Whitney and the Cotton Gin*, Capstone, 2007.
- Keller, Kristin Thoennes, *From Peanut to Peanut Butter, First Facts*, 2004.
- Geisert, Bonnie, *Haystack*, Houghton Mifflin, 2003.
- Goodman, Barbara, *The Missing Pecan*, AuthorHouse, 2004.
- Hutchens, Paul, *The Watermelon Mystery (Sugar creek Gang Series)*, Moody, 1998
- Tagliaferro, Linda, *The Life Cycle of a Sunflower*, Capstone, 2007.

#### Writing Prompts:

- Why do we grow corn and soybeans in Oklahoma?
- What would happen if we didn't have agriculture in Oklahoma?
- How has farming changed since the days of the Pioneers?
- Research to learn about the 300 uses Dr. George Washington Carver found for peanuts. Which of these are you most thankful he found and why?

- Think about the agriculture facts that you learned while playing *Oklahoma Minute to Win It: Ag Commodity Edition*. Which fact did you find the most interesting?
- What factors caused the soybeans to bounce out of the basket?
- What were the similarities and differences of tossing peanuts and eggs?
- How many agriculture products have you used today? What would your life be like without agriculture?
- What challenge did you enjoy the most? Explain why.
- Which level did you find the most challenging? Explain your reasoning.

#### Websites:

- My American Farm Games - [www.myamericanfarm.org](http://www.myamericanfarm.org)
- National Agriculture in the Classroom Resources – [www.agclassroom.org](http://www.agclassroom.org)
- Oklahoma Agriculture in the Classroom Resources- [www.agclassroom.org/ok](http://www.agclassroom.org/ok)
- Oklahoma Agricultural Organizations- <http://www.clover.okstate.edu/fourh/aitc/links/okag.html>

#### Acknowledgements:

We would like to thank Polk County Farm Bureau in Iowa for sharing this game idea at the National AITC Conference. We have adapted their game to fit Oklahoma commodities.