# LESSON PLANS

## Module 3: Gamification in Farm with WEB 2.0 Tools

## Lesson Plan 1

FRUITBOOZLE

**Proposed Students Age Range: 8-12**

| Purpose / Learning objectives |
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| * Students will be able to recognize one of the keys to growing up healthy. * Students will be able to recognize the effects of seasonal fruit and vegetables and their consumption of human health. * Students will be able to observe the production activities carried out around themselves. * Students will be able to realize the importance of growing plants and feeding animals. * Students will be able to grow their own plants. |
| Intersecting objectives |
| * Students will be able to learn about the engineering principles behind agricultural equipment and structures. * Students will be able to analyze the design and construction of agricultural buildings and structures. |
| Facilitation |
| * Teacher plays the fruit basket game with the students. Teacher prepares flashcards of fruits ( orange, apple, peach, grape, banana, watermelon and a fruit basket). Teacher gets all the students in a circle and puts one fruit flashcard in front of them and the basket in the middle. In this game everyone must move and also the teacher can ask questions about fruits.(What do you eat in Summer/Autumn/Winter/Spring?) |
| Ideas for follow -up |
| Students can research how the fruit come from the farms and their preserving ways |
| Resources required |
| * Fruit basket game cards * Fruits from home * Digital game by wordwall |
| Source / The day of the lesson: Materials & Class preparation |
| <https://www.youtube.com/watch?v=gN3pn_alymA>  <https://wordwall.net/resource/17266562> |

| Implementation |
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| Timing | Instructions step by step |
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| 10 min | Pre-activity:  Students sing songs about fruits.  Teacher shows the flashcards to the students. |
| 10 min | * Students play the fruit basket game in the garden.   **How to play fruit basket game:** The Fruit Basket game, also known as Fruit Salad or Fruit Bowl, is a fun and active game that can be played in a variety of settings. Here’s how you can play the Fruit Basket game using cards:  Materials Needed: **Fruit Cards** (Cards with pictures or names of different fruits. You can make these yourself or print them out. Ensure you have multiple cards for each fruit.) **Chairs** (One fewer than the number of players.) **Space** ( An open area where chairs can be arranged in a circle.)  Create a set of fruit cards with at least 4-5 different types of fruits. Ensure you have enough cards for each player. Arrange chairs in a circle. There should be one less chair than the number of players. Give each player a fruit card. Ensure a mix of different fruits is distributed among players. If there are 10 players, for example, and you have 5 types of fruits, you could distribute 2 cards of each fruit.  Select one player to be the first caller. This person stands in the middle of the circle. The caller calls out the name of a fruit, for example, "Apples!". All players holding an "Apple" card must stand up and quickly find a new seat. They cannot sit back in their original seat. The caller also tries to sit in one of the chairs while the players are switching seats.  One player will be left standing, as there is one less chair than the number of players. The player left standing becomes the new caller. The caller can shout "Fruit Basket!" at any time. When this happens, all players must get up and find a new seat. The caller also tries to find a seat, leaving a new caller without a chair. The game continues with the new caller calling out fruits or "Fruit Basket!". The game can go on for as long as you want or until players get tired. |
| 20 min | * Teacher asks the students to introduce the fruit they brought from home * Teacher makes the students think about the places where the fruit grows. * Students play the word wall game, they drag and drop each fruit into its correct group to learn where they grow.   <https://wordwall.net/resource/17266562>   * Teachers divide the students into four groups, each group is given a season and asked for the fruit grown in that season. |
| 30 min | * A trip to the fruit farm. (A tour to the farm where students learn about different types of fruit trees and plants, pick ripe fruits directly from the trees , learn how to identify when fruits are ready for harvest, learn the growing process, from planting to harvesting. |

| Hands on activity / farm - based learning |
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| Timing | Description of activity |
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| 80 min | FRUIT BOOZLE: The Farm Adventure  Objective:  Engage children in learning about agriculture, nutrition, and technology by participating in farm-based activities and using Web 2.0 tools to enhance their experience.  Duration:  2 hours  Materials:   * Tablets or laptops with internet access * Garden tools (shovels, gloves, watering cans) * Seeds or seedlings (fruits, vegetables) * Notebooks and pencils * QR code posters * Web 2.0 tools (Google Classroom, Padlet, Canva, Quizizz)   Activity Outline:  1. Introduction and Group Formation (15 minutes)   * Brief the children about the day's activities and objectives. * Divide them into small groups of 3-4. * Assign each group a name related to fruits (e.g., Apple Team, Berry Squad).   2. Farm Exploration and Planting (30 minutes)   * Take the children on a guided tour of the farm. * Teach them about different fruits and vegetables grown on the farm. * Allow each group to plant their own fruit or vegetable seedlings. * Each group labels their plants with QR codes linked to a Google Classroom page for tracking growth and sharing updates.   3. Digital Scavenger Hunt (30 minutes)   * Create a scavenger hunt using QR codes placed around the farm. * Each QR code links to a task or question related to farming (e.g., "Scan this QR code and learn about composting. Where can you find the compost bin?"). * Use Padlet for children to post pictures and notes about what they find during the scavenger hunt.   4. Nutritional Workshop (20 minutes)   * Explain the importance of fruits and vegetables in a balanced diet. * Use Canva to create a digital poster about a balanced diet and the nutritional benefits of different fruits and vegetables.   5. Quiz and Reflection (15 minutes)   * Use Quizizz to create a fun quiz based on what they've learned. * Encourage children to reflect on their experience by writing a short entry in their notebooks. * Discuss what they enjoyed and what they learned.   6. Closing and Rewards (10 minutes)   * Congratulate all participants and hand out digital badges or certificates created on Canva. * Encourage them to continue learning about farming and nutrition at home using the Web 2.0 tools introduced.   Detailed Instructions for Web 2.0 Tools:  Google Classroom:   * Set up a classroom for each group. * Use it to post updates, pictures, and growth tracking of the plants.   Padlet:   * Create a shared Padlet wall for the scavenger hunt. * Encourage children to post pictures and notes about their findings.   Canva:   * Provide a template for the nutritional poster. * Guide the children in customizing their posters with information they’ve learned.   Quizizz:   * Prepare a quiz with questions about farming, plant growth, and nutrition. * Include fun and interactive elements to keep the children engaged. |
| 20 min | Evaluation:  After the trip they are asked to do research on the fruit they saw and present the information they gained by making the fruit talk with chatterpix application. |

| Annexes |
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Annex 1:

[**https://www.youtube.com/watch?v=gN3pn\_alymA**](https://www.youtube.com/watch?v=gN3pn_alymA)

[**https://wordwall.net/resource/17266562**](https://wordwall.net/resource/17266562)

<https://www.duckduckmoose.com/educational-iphone-itouch-apps-for-kids/chatterpixkids/>

# LESSON PLANS

## Module 3: Gamification in Farm with WEB2.0 Tools

## Lesson Plan 2

BARNBOOZLE

**Proposed Students Age Range: 8-12**

| Purpose / Learning objectives |
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| * Students will be able to recognize the names of certain animals. * Students will be able to learn locations of farm animals ( where they live). * Students will be able to talk about the animals they like/ dislike * Students will be able to be able to recognize the engineering principles behind structures. |
| Intersecting objectives |
| * Discovering the specific ways farmers care for animals. * Discovering how animal – housing systems provide shelter for different species of livestock. |
| Facilitation |
| * Teachers will use flashcards of animals and their houses. * Songs about animals. * Drawing and coloring. |
| Ideas for follow – up |
| Students can search the animals and their houses that they learned in the lesson by using ‘ google’. They can discuss with their parents. Teacher takes students to a trip to a farm. |
| Resources required |
| * Animal flashcards * Animal songs * Videos * Drawing papers * Coloring pens * Animal toys |
| Source / The day of the lesson: Materials & Class preparation |
| <https://www.youtube.com/watch?v=jzSzLFskqrs>  <https://www.youtube.com/watch?v=_6HzoUcx3eo>  https://www.canva.com/design/DAFu0yBq9nI/4bgrX6uV9HKhsQFu9kWm9w/edit?utm\_content=DAFu0yBq9nI&utm\_campaign=designshare&utm\_medium=link2&utm\_source=sharebutton |

| Implementation |
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| Timing | Instructions step by step |
| --- | --- |
| 10 min | Pre-activity:  Ask students What they know about farms , farm animals and their houses. Talk about barns and their building systems. |
| 10 min | Screen the flashcards and videos about farms, farm animals and their houses   * Facilitate discussion with students about animal houses and their structures (how they sleep in them, how they feed themselves, what they eat, how they eat ) * Ask your students the difference between the animal’s houses and their houses. |
| 60 min | Take students to an animal farm nearby. |

| Hands on activity / farm - based learning |
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| Timing | Description of activity |
| --- | --- |
| 80 min | BARNBOOZLE: The Farm Challenge  Objective:Engage children in learning about agriculture, animal care, and technology by participating in farm-based activities and using Web 2.0 tools to enhance their experience.  Duration: 2 hours  Materials:   * Tablets or laptops with internet access * Animal care tools (brushes, feed, water containers) * Farm animals (e.g., chickens, goats, cows) * Notebooks and pencils * QR code posters * Web 2.0 tools (Google Classroom, Padlet, Canva, Quizizz)   Activity Outline:  1. Introduction and Group Formation (15 minutes)   * Brief the children about the day's activities and objectives. * Divide them into small groups of 3-4. * Assign each group a name related to barn animals (e.g., Chicken Crew, Goat Gang).   2. Farm Tour and Animal Care (30 minutes)   * Take the children on a guided tour of the farm. * Introduce them to the different farm animals and explain their roles on the farm. * Allow each group to choose an animal to care for during the session. * Provide a brief demonstration on how to care for the animals (feeding, grooming, etc.).   3. Digital Animal Profiles (30 minutes)   * Each group creates a digital profile of their chosen animal using Canva. * Include information such as the animal's name, species, diet, and fun facts. * Use Google Classroom to post and share their profiles with the other groups.   4. Barnyard Scavenger Hunt (30 minutes)   * Create a scavenger hunt using QR codes placed around the barn. * Each QR code links to a task or question related to the animals (e.g., "Scan this QR code to learn about chicken feed. How many types of feed can you find in the barn?"). * Use Padlet for children to post pictures and notes about what they find during the scavenger hunt.   5. Animal Nutrition Workshop (20 minutes)   * Explain the importance of proper nutrition for farm animals. * Use Canva to create a digital poster about animal nutrition and the dietary needs of different farm animals.   6. Quiz and Reflection (15 minutes)   * Use Quizizz to create a fun quiz based on what they've learned about the animals and their care. * Encourage children to reflect on their experience by writing a short entry in their notebooks. * Discuss what they enjoyed and what they learned.   7. Closing and Rewards (10 minutes)   * Congratulate all participants and hand out digital badges or certificates created on Canva. * Encourage them to continue learning about farming and animal care at home using the Web 2.0 tools introduced.   Detailed Instructions for Web 2.0 Tools:  Google Classroom:   * Set up a classroom for each group. * Use it to post updates, pictures, and profiles of the animals.   Padlet:   * Create a shared Padlet wall for the scavenger hunt. * Encourage children to post pictures and notes about their findings.   Canva:   * Provide a template for the digital animal profiles and nutrition posters. * Guide the children in customizing their profiles and posters with information they’ve learned.   Quizizz:   * Prepare a quiz with questions about animal care, nutrition, and facts about the farm animals. * Include fun and interactive elements to keep the children engaged. |
| 20 min | Evaluation: Play games with Baamboozle  <https://www.baamboozle.com/game/1786766> |

| Annexes |
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Annex 1:

<https://youtu.be/vwpL41QCHRo?si=2cO5cEV-gh-4S785>

# Where do the animals live, Animal Homes