

Game Changers in Agriculture 2022
EDUC 2000, 1 Professional Development Credit

- FEES:** NDSU credit recording fee \$50.00
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- RESOURCES:** NAITC Curriculum Matrix www.agclassroom.org , National Youth Science Day Game Changers 4-H Facilitators Guide www.4-H.org/NYSD, www.foodlandpeople.org , www.ndaginclassroom.org
- DESCRIPTION:** Life is a game - and agriculture is the point system. We can feed the need of the world and learn now to help others along the way. This course will give teachers tools to apply National Ag Matrix STEAM lessons, Food, Land, and People (FLP) STEAM lessons, and 4-H Game Changers curriculum to make connections between daily curriculum and agriculture. Participants will learn effective strategies for integrating agriculture into various curriculum areas. Based on the Theory of Multiple Intelligences, this course will provide hands-on activities to support learning in the most effective way. The course will provide an overview of strategies, materials, curriculum design, and research related to assisting the Pre-K- 12th grade educators to explore opportunities to better understand the interdependence of agriculture, the environment, and human needs. Curriculum provided will address standards and benchmarks across multiple curriculum areas: language arts, science, computer science, health, art, consumer education, mathematics, social studies, geography, and more. Participants will leave with ready to use activities and ideas for their classroom.
- NATIONAL BOARD FOR PROFESSIONAL TEACHING STANDARDS:** The National Board for Professional Teaching Standards seeks to identify and recognize teachers who effectively enhance student learning and demonstrate a high level of knowledge, skills, abilities and commitments. This course aligns with all 5 of those standards.
1. *Teachers are committed to students and their learning.*
 2. *Teachers know the subjects they teach and how to teach those subjects to students.*
 3. *Teachers are responsible for managing and monitoring student learning.*
 4. *Teachers think systematically about their practice and learn from experience.*
 5. *Teachers are members of learning communities.*

OBJECTIVES:

1. Understand how agricultural concepts can be integrated into the curriculum by applying STEAM activities with real world applications. To heighten the awareness level of how agriculture impacts our raw resources, processing, and our relationship with food, land, and people.
2. Use STEAM focus lessons available in FLP, AITC Curriculum Matrix, and the 4-H National Youth Curriculum to guide group activities (large, small, and cooperative), provide for individual differences and learning styles, and evaluate students' learning.
3. Develop understanding, thinking skills, creativity, and improve communication skills in the learning environment with students.
4. Use FLP, AITC Curriculum Matrix, and the 4-H National Youth Program to demonstrate how they integrate curriculum and reference the lesson alignment to the National Core Standards. Develop an understanding of the relationship and ties to the ND State Standards.
5. Provide the opportunity to identify and use project or problem-based learning that covers topics from computer science to agricultural sustainability, food security etc. that will result in effective products or processes addressing real world problems.

REQUIREMENTS:

Participate in a 2 hour, introductory and interactive Zoom video training with facilitator and colleagues. **(2 hours)**

Complete FLP Curriculum Connections review worksheet. **(2 hours)**

Participate in five interactive Zoom video training sessions in May and June, 2022 (date/time TBD by class participants):

- Game Changers with the NAITC Matrix **(2 hour)**
- Game Changers with the National Science Day 4-H Activities **(1 hour)**
- Breakout Unplugged: Engaging your students through problem solving **(1 hour)**
- Game Changers with music and movement **(1 hour)**
- Game Changers with interactive strategies to transition and integrate daily curriculum **(1 hour)**

Journal following each video training **(2.5 Hours)**

Prepare Powerpoint summary demonstrating effective strategies for integrating a "Game Changer" lesson into your existing classroom curriculum. **(1.5 hour)**

Participate in online media discussion with facilitators and colleagues to share course experience **(1 hour)**

EVALUATION:

The students will be evaluated on the completion of the requirements with point values stated. The attached course rubric will be utilized for

individual student assessment and letter grading. Completion **by June 24th.**

**STUDENTS
WITH
DISABILITIES:**

Any students with disabilities or other special needs, who need special accommodations in this course are invited to share these concerns or requests with the instructor as soon as possible.

**ACADEMIC
HONESTY
STATEMENT:**

All work in this course must be completed in a manner consistent with NDSU University Senate Policy, Section 335: Code of Academic Responsibility and Conduct
https://www.ndsu.edu/education/teacher_education/academic_integrity_statement/