Lesson 2: Design your own farm.

Computer lab or laptops needed.

Starter **Video/ Presentation (11mins)**	In the video Educational Facilitator Lauren Roberts will introduce the online game "SIM Farm". It explains how to access the free game and some pointers about how to play. https://lincoln.ap.panopto.com/Panopto/Pages/Viewer.aspx?id=0ef950ec-503d-4615-8e16-abb20027acc4
Activity	 Students access SIM Farm webpage and have a go designing and managing their own farm. You can assign different "L2_Farm_Conditions" so there is a range of environmental conditions and students can compare their experiences. https://www.myabandonware.com/game/sim-farm-204/play-204
Questions	In pairs or groups get them to answer the following questions so they can reflect and learn from each other's experiences. • Did the environmental conditions that you chose work well for your dairy farm? Why/ why not? • How did you access water? *(bore or water pump from lake/river)* • Does this farming system reflect the NZ farming system? *(No as we do not need to feed our cows all the time as they eat pasture – USA has a greater dependence on feeding out = harvested crops like grain).* • What was a good "learning experience"? (Something that went wrong that you learnt from)
Exit Pass	Each group to share their learning experience.

Note: Some students may play farming simulator in their spare time and although it is very detailed the farming system is American and is not representative of a New Zealand pastoral based farming system. They also need to spend a lot of time harvesting crops and doing duties at set times which means it can be difficult to do it in a lesson, get an overview of the farming system and to try out different scenarios.