

MB Ag Days Adventure Program

Here's what it's all about.

Program information

- This AITC-M program is for Grade 7 & 8 students
- We host 150 – 175 students each day
- Our theme is Agriculture – Think Global, Act Local
- There are 2 parts to the day
- Part 1 – The World Game at the Brandon Ag Centre (Think Global)
 - Takes place in the morning
 - Is run by AITC-M staff
- Part 2 – The Ag Days Adventure at the Keystone Centre (Act Local)
 - Begins at 11:30 AM and finishes about 2:45 PM each day
 - We run 2 Adventures each day during this time
 - 2 groups of 10 – 15 student teams of 5 students each head to the Keystone Centre with a map, a scavenger hunt list and a blank word puzzle sheet.
 - One group of student teams completes Adventure 1; the other group of teams completes Adventure 2
 - Half of our participating booths make up Adventure 1; the other half Adventure 2.
 - Each student team is given an Adventure 1 or an Adventure 2 scavenger hunt list with the booth names and booth locations they are to visit and the corresponding questions or activities that they need to complete at each booth. This is to facilitate the discovery of the 'local' agriculture around them.

I'm interested – what do I need to do?

Booth Information

Before Ag Days

- All you need to do is send us a question for the students to answer while at your booth – Question needed before Christmas. (More info on questions below.)

During Ag Days

- Prepare your staff to interact with the student teams between 11:30 AM and 2:45 PM each day
- Once the students have answered your question correctly place a letter sticker, provided by AITC-M, on the word puzzle sheet they are completing

AITC-M staff will drop off information (See booth notes below) and all materials needed at your Ag Days booth on Mon. afternoon or Tues morning.

And that's it – simple, rewarding and fun!

We'd love to have you participate in cultivating an interest in agriculture in our youth!

Get in touch by Email [Kira Rowat](mailto:Kira.Rowat@aitc-m.ca) or phone 204.891.3341.


More Details


About the question

- The question's main purpose is to start a conversation
- The question should relate to your business or the theme of your booth display
- AITC-M staff can help with the development of your question
- Here are some examples of a questions from other booths
 - Manitoba farmers create 62,000 jobs in the province. Find out how much money farming contributes to our economy.
 - Play the Agriculture Match Game. Can you match all eight retail products to the agriculture products they are linked to?
 - Bayer Crop Science is a leading manufacturer of canola. What are the key benefits of canola oil?
 - a) Healthy oil (low saturated and trans fat)
 - b) Anti- Inflammatory
 - c) High Temperature cooking
 - d) All of the above

The MB Ag Days Adventure Booth Notes

Things you need to know:

1. The clear plastic file envelope delivered to your booth contains all of the supplies you will need including:
 - a. This general information sheet
 - b. Letter stickers to put on the students' puzzle boards.
 - c. An AITC-M flag to display in your booth
 - d. Your question on the label on the file envelope
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2. The Adventure is structured like a scavenger hunt. AITC-M runs two scavenger hunts called Adventure 1 and Adventure 2. Your booth will be part of one of these adventures. The AITC-M flag will identify if you are part of Adventure 1 or 2. Half of the student teams will be assigned to your adventure.
 3. The students have an Adventure list containing the location and question for each booth they are to visit.
 4. As an Adventure booth you will see up to 15 groups of 4-8 students visiting your booth between 11:45 am and 2:45 pm each day.
 5. Students will either look around your booth for the answer to your booth's question or ask you directly. Feel free to challenge them or make them think through the question to find the answer themselves.
 6. Once they have come up with the correct answer or you have discussed it with them place one of the stickers we provided for you on the correct number on their puzzle board. *For example: If you are Adventure booth number 8 place your sticker on the line with the number 8 on it. (Your Adventure booth number is on your clear file envelope.)*
 7. Below are the rules that the students have been given regarding the Adventure.
 8. If you have any questions please call Kira Rowat at cell 204.891.3341

We will pick up the clear file envelope on Thursday before take down.

Student Team Rules - MB Ag Days Adventure

1. Your team must stay together at all times.
2. No running from booth to booth.
3. Answers to the questions that are on your sheet can be found by talking to the workers at the booths, looking in the booths or completing certain tasks. When approaching a booth, be sure to:
 - a. *Identify yourself as being on the MB Ag Days Adventure*
 - b. *Be polite*
 - c. *Wait your turn*
 - d. *Try not to block the flow of traffic around the booth space.*
4. Once you have the correct answer one of the booth workers will put a letter sticker on the appropriate numbered space on your puzzle.