

Lesson VI – Kansas “Wheatland” Game

Day 10 – Kansas “Wheatland” Game

Goal: To integrate information about cultivation, harvesting, and marketing of wheat as a process subject to weather and economic conditions.

Objectives for Students by Grade Level:

- 1-2 To increase awareness of hazards in wheat cultivation.
- 1-2 To follow the process from field to table.
- 1-2 To recognize a variety of wheat products.
- 1-2 To introduce the concept of marketing wheat.

Day 10- Kansas Wheatland Game (15 – 20 minutes)

Materials to pull from trunk:

- Large canvas game cloth
- 5 game pieces (either small tractors or wooden barns)
- Die

Materials supplied by teacher:

Day 10 – Kansas Wheatland Game (continued)

Suggested Introduction:

Growing wheat is still not an easy job even though new machines help with the job. Sometimes too much rain falls. Sometimes not enough rain falls for the seed to grow.

Sometimes insects eat part of the wheat before it can be harvested. Sometimes the weather is just right and the farmer grows more wheat than can be stored. Sometimes the price of wheat is too low to pay for all the costly machinery and other things the farmer must buy. Sometimes wheat must be kept in storage for a long time before being sold. After wheat is ground into flour, many good foods containing important nutrients for growth and health are made from wheat grown in Kansas.

Rules for Kansas “Wheatland” Game

The object of the game is to move from “Start” with planting to “Finish” on the graphic of bread made from wheat. The Kansas “Wheatland” game can be used by up to 5 players and can be used for free time activity in the time the trunk is in the classroom.

Rules:

1. Each player selects a tractor/barn for a game piece.
2. Roll die. Player with highest number goes first.
3. Each player places game piece (tractor models or barn) on “Start.”
4. Players take turns rolling the die.
5. Players move the number of squares shown on the die. When a player lands on a green square with an arrow, he/she moves forward an additional number of squares as shown on the die. When a player lands on a red square, he/she moves backwards the number of spaces shown on the die.
6. When the die lands on the grain elevator square with arrows pointing both directions, the player loses a turn.
7. Players need the exact number on the die to reach the “Finish,” the square with the bread graphic. If the correct number is not rolled, lose turn and try again in the next turns, until the game piece lands on the bread graphic.