

Lesson Plan - Build a Farm

AIM: To see which pupil can make the most profit from their farm design.

Resources:

- A4 squared cm paper
- A3 plain paper
- Constraints sheet (what pupils need to make sure they include on their farm)
- Values sheet (amount of money pupils gain per square for the different products) - make sure pupils understand that £12 per potato square means they make £12 and that it does not cost them £12 to grow potatoes
- Pencils
- Rulers
- Colouring pencils
- Glue

Plan:

- Show pupils the power point and what you expect from them by the end of the half term (including pictures of other pupils work).
- Give pupils an A4 sheet of paper, the values sheet and review the constraints. Explain what the constraints and values sheet means.
- Let pupils start drawing their farms making sure they keep a count of the number of fences they use (they only have 150cm worth)
- Pupils need to make a note on the area and perimeter of each of their vegetable patches and animal spaces(This could be done as a key and colour coded)
- Once the pupils farm is draw they can colour it in.
- Stick their farm on an A3 sheet and around the outside calculate the money they make from vegetables and animals.
- They should then calculate the profit they have made.
- Pupils can then make a leaflet and/ a poster to advertise their farm - this must appeal to younger school children
- In the last lesson get the pupils to present their farms to each other explain how much money they made and lost and what changes they would make to their farm.