Minnesota Agriculture in the Classroom

Educational Program through the MN Department of Agriculture

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Overview

• Introduction to me and MAITC
• What is STEM?
• Sample Activities and Resources
• Questions and wrap-up
Minnesota Agriculture in the Classroom

- **Vision**: Agriculture is Valued by ALL
- **Mission**: Increasing Agricultural Literacy through K-12 Education
- An *agriculturally literate* person understands and can communicate the source and value of agriculture as it affects our quality of life.
Why is STEM?

- Science
- Technology
- Engineering
- Math

3 min brainstorm
3 min summarize
4 min report back (1 min each)
You are an engineer

1. What's the problem?
   - What is the challenge?
   - What are the limits?
   - How can you solve it?

2. Explore
   - Research what others have done.
   - Gather materials and play with them.

3. Design
   - Think up lots of ideas.
   - Pick one and make a plan.
   - Make a drawing or a model.

4. Create
   - Use your plan to build your model.

5. Make it Better
   - Test your ideas.
   - Think about how your design could be improved.
   - Modify your design and try again.

6. Try it Out
   - Test your idea.

Engineering Design Process

www.theworks.org
Activities

Complete Activity and Report Back:

• 30 second summary
• What’s the STEM connection(s)?
• How could you use this activity in your garden educational program?
Educational Resources

See Handout!
We hope you will:

• Use and share resources with educators
• Share with us your ideas and the needs of your students
• Connect with us:
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  • Phone
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One Hungry Planet