

# Farm

**K** Recommended:  
Kindergarten

Length:  
**45-55 minutes**

## About this lesson

At this location, students learn about occupations in the **Nature** career path. Students also demonstrate observation, concentration, and memory skills.

## Learning objectives

By the end of this lesson, students will demonstrate their observation, concentration, and memory skills.

## Discussion prompts

- Why are farms important in our community?
- Who works on farms?
- What equipment do people use when they work on farms?
- What other **Nature** jobs can you think of?
- How are **Nature** jobs different from **Helping** jobs (Park)?

## Occupations and characters

- Miguel - Farmer
- Heather - Animal Trainer
- Dr. Caitlin - Veterinarian

## Lesson breakdown

10-15  
minutes

### Activity 1 - Discussion

**Think-pair-share:** Direct students to choose a partner. Share the discussion questions with the class and give them 2-3 minutes to consider their answers. Then have them turn to their partners and take turns sharing their answers.

Optional **Think-pair-share-square:** Once students have shared their answers with their partners, direct them to join up with another pair and take turns sharing their answers.

15-20  
minutes

### Activity 2 - Career Town location: Farm

The first time students visit this location, they are asked to help sort out some chaos caused by a missing worker. After completing a 3-minute mini-game, students receive a report of another missing worker. Information about the missing workers is stored as a case file in the **People** section of students' **Dpads**. The character then presents students with a clue left behind by Ernestine - a note! Before moving on to a new location, Detective Jill quizzes students about the workers at the location and their occupations. After completing the quiz, students are rewarded with a badge, which is kept in the **Badges** app of their **Dpad**.

15-20  
minutes

### Activity 3 - We need farms!

First, discuss with students who works on a farm and what equipment they use. Then, have students match the picture of the equipment to the farm worker. Finally, ask students to think of a fourth person whose job is connected to farming (example: truck driver, gardener). Have students draw a picture of that person working on the worksheet.

## Xello entry point

**Farm match-up:** In this game, students help the farmer by matching pictures of farm equipment and animals.

**To play:** Students select the tiles to match pictures of farm animals, equipment, and food.

## Vocabulary

- Observe
- Concentrate
- Memorize
- Farmer
- Veterinarian

## Student handouts

Click the link below to open the handout in Google Docs. Click **File** and **Make a copy** to save it to your own Google Drive. Now you can make your changes to the handout before sharing with students! Or, under **File**, click **Download** so you can begin sharing the PDF, as is.

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