

So You Think You Can Farm?

Beef Education Resource

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Overview

Students will apply learning opportunities from playing the board game “So You Think You Can Farm?” to agricultural and financial planning. The game and rules are modeled after the popular Parker Brothers game, Monopoly®.

Standards Addressed

- NS.K-4.3 Life Science – The characteristics of organisms; organisms and environments.
- NS.K-4.5 Science and Technology – Abilities of technological design; Understanding science and technology; Ability to distinguish between natural objects and objects made by humans.
- NSS-EC.K-4.9 Role of Competition – Competition takes place where there are many buyers and sellers of similar products; Competition among sellers results in lower costs and prices, higher product quality and better customer service.
- NSS-EC.K-4.10 Role of Market Institutions – Banks are institutions where people save money and earn interest and where other people borrow money and pay interest. Saving is the part of income not spent on taxes or consumption.
- NSS-EC.K-4.11 Role of Money – Money is anything widely accepted as final payment for goods and services. Money makes trading easier by replacing barter with transactions involving currency, coins or checks. Producers use natural resources, human resources and capital goods (not money) to make goods and services.
- NSS-EC.K-4.15 Growth – Investment in factories, machinery, new technology and in the health, education and training of people can raise future standards of living.
- CCSS.Math.Practice.MP1 – Make sense of problems and persevere in solving them.

Primary Learning Objectives

- Students will be able to apply simulated activities to individual life skills framed in the context of agriculture.
- Students will be able to identify concepts, challenges, and processes fundamental to farming and agriculture.
- Students will learn the value of money management and investments.

Preparation

- Duration of Game: 120 minutes
- Materials: Download the zipped file “So You Think You Can Farm? Materials”

- Printed downloadables that include: game board, chance cards, property cards, playing tokens, tractors and buildings (See zipped file)
- Paper
- Pencil
- Play money
- Preparation: One board game and two dice for every two to six players. Review of game rules and agricultural and financial vocabulary.

Rules for “So You Think You Can Farm?”

Object: The object of the game is become the wealthiest player through buying, renting, and selling property.

Equipment: For every two to six players, the equipment consists of a board, two dice, tokens, 32 tractors and 12 buildings. There are 16 Chance and 16 Corn Chest cards, a Title Deed card for each property (28 total), and play money (7 denominations, 30+ copies of each).

Preparation: Place the board on a table and put the shuffled Chance and Corn Chest cards face down on their allotted spaces. Each player chooses one token to represent them on their travels around the board. Each player is given \$1,500 divided as follows: two \$500s; four \$100s; one \$50; one \$20; two \$10s; one \$5; and five \$1s. All remaining money and other equipment go to the Bank.

Banker: Select a player to be Banker who will also make a good Auctioneer. If the Banker plays in the game, they must keep their personal funds separate from those of the Bank. Besides the Bank’s money, the Bank holds the Title Deed cards as well as properties prior to purchase and use by the players. The Bank pays salaries (e.g., \$200 for passing the “GO” space) and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells tractors and buildings to the players and lends money when required on mortgages. The Bank collects all taxes, fines, loans and interest, and the price of all properties, which it sells and auctions. The Bank never goes bankrupt. If the Bank runs out of money, it may issue as much more as may be needed by merely writing on any ordinary piece of paper.

The Play: Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. They place their token on the “GO” space, throw the two dice and move their token in the direction of the arrow the number of spaces indicated by the dice. After they have completed their play, the turn to play passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player’s next turn. Two or more tokens may rest on the same space at the same time. According to the space they land on, a player may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Corn Chest card, “Go to Bank Limbo,” etc. If a player throws doubles, they move their token the sum of the two dice and is subject to any privileges or penalties pertaining to the space on which they land. Retaining the dice, the player throws again and moves their token as before. If a player throws doubles three times in succession, they move their token immediately to the space marked “Bank Limbo” (see Bank Limbo below).

GO: Each time a player’s token lands on or passes over the “GO” space, whether by throw of the dice or by drawing a card, the Banker pays the player a \$200 salary. The \$200 is paid only once each time

around the board. However, if a player passing GO on the throw of a dice lands two spaces beyond it on Corn Chest or seven spaces beyond it on Chance and draws the “Advance to GO” card, they collect \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card.

Buying Property: Whenever a player lands on an unowned property, the player may buy that property from the Bank at its printed price. The player receives the Title Deed card showing ownership and places it face up in front of them. If they do not wish to buy the property, it is immediately sold at auction by the Banker to the highest bidder. The buyer pays to the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.

Paying Rent: When a player lands on a property owned by another player, the owner collects rent from the player in accordance with the list printed on the Title Deed card applying to it. If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed face down in front of the owner. It is an advantage to hold all the Title Deed cards in a color group because the owner may then charge double rent for unimproved properties in that color group. This rule applies to unmortgaged properties even if another property in that color group is mortgaged. It is even more of an advantage to have tractors and buildings on properties because rents are much higher than for unimproved properties. The owner may not collect their rent if they fail to ask for it before the second player following throws the dice.

Chance and Corn Chest: When a player lands on either of these spaces they take the top card from the deck indicated, follow the instructions, and return the card face down to the bottom of the deck. The “Get Out of Bank Limbo Free” card is held until used and then returned to the bottom of the deck. If the player who draws does not wish to use it, they may sell it, at any time, to another player at a price agreeable to both.

Income Tax: When a player lands on “Income Tax,” they must pay the \$200 tax to the Bank.

Bank Limbo: A player lands in Bank Limbo when (1) their token lands on the space marked “Go to Bank Limbo”; (2) they draw a card marked “Go to Bank Limbo”; (3) they throw doubles three times in succession. When a player is sent to Bank Limbo, they cannot collect the \$200 salary in that move since, regardless of where their token is on the board, they must move it directly into Bank Limbo. A player’s turn ends when they are sent to Bank Limbo. If a player is not sent to Bank Limbo but in the ordinary course of play lands on that space, they are “Just Visiting.” Just visiting incurs no penalty and play moves ahead in the usual manner on their next roll. A player gets out of Bank Limbo by (1) throwing doubles on any of their next three turns. If they succeed in doing this, they immediately move forward the number of spaces shown on the dice. Even though they have thrown doubles, they do not take another turn; (2) using the “Get Out of Bank Limbo” card if they have it; (3) purchasing the “Get Out of Bank Limbo Free” card from another player and playing it; (4) paying a fine of \$50 before they roll the dice on either of their next two turns. If the player does not throw doubles by their third turn, they must pay the \$50 fine. The player then gets out of Bank Limbo and immediately moves forward the number of spaces shown by their throw. Even though they are in Bank Limbo, a player may still buy, sell, or mortgage property; buy or sell properties; make trades; and collect rents.

Free Parking: A player landing on this space does not receive any money, property, or reward of any kind. This is just a free resting place.

Tractors: When a player owns all the properties in a color group, they may buy tractors from the Bank and place them on those properties. If they buy one tractor, they may put it on any one of those properties. The next tractor the player buys must be erected on one of the unimproved properties of this or any other complete color group they may own. The price the player must pay the Bank for each tractor is shown on the Title Deed card for the property on which the player places the tractor. The owner can still collect double rent from an opponent who lands on the unimproved properties of the color group. Following the above rules, a player may buy and erect (at any time during their turn or in between any turns) as many tractors as their judgment and financial standing will allow. But the player must build evenly; a player cannot erect more than one tractor on any one property of any color group until they have built one tractor on every property of that group. They may then begin on the second row of tractors, and so on, up to a limit of four tractors to a property. For example, a player cannot place three tractors on one property if they have only one tractor on another property of that group. As a player builds evenly, they must also break down evenly as they sell tractors back to the Bank (see Selling/Trading Property below).

Buildings: When a player has three tractors on each property of a complete color group, they may buy a building from the Bank and erect it on any property of the color group. The player then returns the three tractors from that property to the Bank and pays the price for the building as shown on the Title Deed card. Only one building may be erected on any one property. When the Bank has no tractors to sell, players wishing to purchase must wait for another player to turn back or sell their tractors to the Bank before purchasing. If there are a limited number of tractors and buildings available and two or more players wish to buy more than the Bank has, the tractors and buildings must be sold one at a time at auction to the highest bidder. Each tractors and buildings auction begins at the price of the lowest priced tractor/building desired for purchase among the bidding players.

Selling/Trading Property: Unimproved properties, railroads, and utilities (but not buildings) may be sold or traded to any player as a private transaction for any amount that the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color group. Any tractors so located must be sold back to the Bank before the owner can sell or trade any property of that color group. Tractors and buildings may be sold back to the Bank at any time for one-half the price paid for them. All tractors on one color group must be sold one by one, evenly, in reverse of the manner in which they were erected. All properties on one color group may be sold at once. Or they may be sold one tractor at a time (one tractor equals four buildings), evenly, in reverse of the manner in which they were erected.

Mortgages: Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings/tractors on all the properties of its color group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card. No rent can be collected on mortgaged properties or utilities, but rent may be collected on unmortgaged properties in the same color group. In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color group are no longer mortgaged, the owner may begin to buy back tractors at full price. The player who mortgages property

retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell or trade this mortgaged property to another player at any agreed price. The new owner may lift the mortgage at once, if they wish, by paying off the mortgage plus 10% interest to the Bank. If the player does not lift the mortgage at once, they must pay the bank 10% interest when they buy/receive the mortgaged property, and if they lift the mortgage later they must pay the Bank an additional 10% interest as well as the amount of the mortgage.

Bankruptcy: A player is bankrupt when they owe more than they can pay either to another player or to the Bank. If a player's debt is to another player, they must turn over to that player all that they have of value and retire from the game. In making this settlement, if they own tractors or buildings, they must return these to the Bank in exchange for money to the extent of one half the amount paid for them and this cash is given to the creditor. If the player has mortgaged property, they must also turn their property over to this creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. After the new owner does this, the player may, at their option, pay the principal or hold the property until some later turn at which time they may lift the mortgage. If they hold property in this way until a later turn, they must pay the interest again when they lift the mortgage. Should a player owe the Bank, instead of another player, more than they can pay (because of taxes or penalties) even by selling their buildings, mortgaging property, or selling/trading with other players, then they must turn over all their assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins. Miscellaneous Money can only be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.

Learning Extensions

Deepen understanding about beef and the beef industry through the following learning extensions.

1. Cattle as Living Organisms: Have students research the unique characteristics that define cattle as living organisms, such as their ruminant digestive system. Have students identify moments in game play where the unique characteristics of cattle influence the outcome.
2. Cattle Environments: Have students research the top producing cattle states and the top states by human population. Map results and discuss the need for transportation, as well as the environmental factors which allow cattle to be efficiently produced in certain parts of the United States (i.e. land availability for grazing, proximity to feed corn)
3. Technology in the Beef Industry: Have students find the chance card that identifies anaerobic digesters. Have students research the design and use of anaerobic digesters, and their potential for implementation in the beef industry.
4. Technology in the Beef Industry: Have students find the chance card that identifies drones. Have students research the opportunities and challenges related to using drones ranching and farming.
5. Beef Animal Nutrition: Have students find the chance card that relates to feed rations. Have students research common feed rations for beef animals, and identify the nutrients provided by each feed item in the ration.

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The Beef Checkoff Program funded development of this educator resource. The Beef Checkoff Program, MyBeefCheckoff.com, was established as part of the 1985 farm bill. The checkoff assesses \$1 per head on the sale of live domestic and imported cattle in addition to a comparable assessment on imported beef and beef products. In states with qualified beef councils, states may retain up to 50 cents of the dollar and forward the other 50 cents per head to the Cattlemen's Beef Promotion and Research Board, which administers the national checkoff program, subject to USDA approval.