



HEALTH

Grades 7-9

AG BINGO

SUBJECT AREA: Health

GRADE: 7-9

TIME: 45 minutes



GENERAL LEARNER OUTCOMES



SPECIFIC LEARNER OUTCOMES



STUDENT LEARNING OBJECTIVES

LIFE LEARNING CHOICES–General Outcome

- Students will use resources effectively to manage and explore life roles and career opportunities and challenges.

Life Role and Career Development

- Examine factors that may influence future life roles/education/career



- Students will examine factors that may influence future life roles
- Students will examine factors that may influence future education
- Students will examine factors that may influence future career plans



ASSESSMENT

Students will provide evidence of learning by:

- Participating in discussion questions
- Playing the game



MATERIALS

- BINGO card
- Ag career pictures
- Scissors
- Glue
- Tokens as BINGO "markers"
- Opaque container



DIFFERENTIATION

- Visual
- Auditory
- Kinesthetic



LEARNING RESOURCES

- Alberta Education Programs of Study
- Alberta Education Illustrative Examples for Health
- BINGO idea taken from:

http://www.breitlinks.com/careers/career_pdfs/careerbingo.pdf



Introduction (*3 minutes*)

AG BINGO

Teacher will introduce the essential question and write it on the board:

- **What career options are available in the agriculture industry?**





Career Bingo (40 minutes)

- The teacher will ask the class to name some careers that come to mind when they think about agriculture.
- The teacher will distribute the BINGO handouts and tokens to the students.
- Using the BINGO handouts as a guide, the teacher will point out lesser-known career options that were missed in the earlier discussion and ask the students how they think the careers relate to agriculture. If the students are unsure, the teacher will explain.
- Students will create their BINGO cards, glueing the picture squares to the BINGO card in any order that they wish. Everyone's card should look different.
- Play BINGO!
 - The teacher will cut out a set of pictures and place them in an opaque container. The BINGO formation needed to win will be announced before the game begins (a line, an X, a T, etc.).
 - The teacher will start drawing pictures and calling them out to the class. If the students have the same picture on their board, they will cover it with a token.
 - When a student completes the formation they will call out, "BINGO!"
- To verify the win, the student will tell the class which career options they have covered and then answer the questions:
 - Which is your favourite career of the options you've seen today?
 - Why does this career option appeal to you?

Closure (2 minutes)

The teacher will wrap up the lesson by emphasizing how important it is to have an open mind and take the time to research different career options before making a decision. The perfect job for them might be one they hadn't even thought of!

Ag Career Bingo Pictures

				
Drone Operator	Plant Geneticist	Agricultural Engineer	Produce/Crop Farmer	Graphic Designer
				
Heavy Duty Mechanic	Agriculture Journalist	Veterinarian	Truck Driver	Sales Representative
				
Software Developer	Agriculture Lawyer	Insurance Adjuster	Social Media Strategist	Accountant
				
Agriculture and Food Inspector	Dietician/Nutritionist	Program Director	Educator	Restaurant Manager
				
Marketer	Agriculture Pilot	Chef	Baker	Land Surveyor
				
Gardener	Livestock Farmer	Policy Analyst	Commodity Trader	Beekeeper
				
Food Packager	Food Service Worker	Ecologist	Environmental Consultant	Flavour Chemist

Ag Career Bingo Card

		FREE		