

IAFE presents the
FARMER FOR A DAY
ACTIVITY STATION

A Creation of Events Unlimited

Provided by
Florida Federation of Fairs

Look inside for:

- A. Fair Responsibilities
- B. Packing / Contents List (use when unit arrives)
- C. Assembly Instructions (use when unit arrives)

FAIR RESPONSIBILITIES

1. Obtain set of drapery rods 8'X8' for use in displaying exhibit back drop.
2. Buy / Get Supplies
 - A. 5 bags play sand (for potato patch)
 - B. 20 lbs potatoes
 - C. 1 bushel oranges (plastic if need be)
 - D. 4 or 5 bales of straw (more if you are going to use straw for border)
 - E. 4 2"x6" (each 4 ft long) pieces of lumber, L-bracket together to make a potato patch
3. Arrange for staffing
 - A. One person to restock eggs, oranges, potatoes and engage families. See training manual for details.
4. Copy Handout (optional)
 - A. Make an AG Fact Handout for kids to take with them.
5. Set-up
 - A. Activity must be inside tent or building
 - B. Average area needed 10'x25'
 - C. Unpack boxes, check contents against list included.
 - a. Average time to setup with 2 people is 1 hour.
6. Tear down
 - A. Repack boxes, check for damage or loss.
 - a. Average time to take down with 2 people is 1 hour.
7. Shipping
 - A. Your fair is responsible to ship FARMER FOR A DAY to its next destination via UPS/FedEx. Most often overnight service will be necessary.

PACKING / CONTENTS LIST

APPROXIMATE AREA NEEDED 10'X 25'

Cardboard Box

1. (4) Orange tree pieces for 2 complete trees
2. (1) "Farmer For A Day" direction sign with "post" attached

Wooden Box / Chicken Coop (54"x16"x16")

1. (5) Stuffed Chickens
2. (5) Small gathering baskets for children
3. (3) Large baskets for holding produce gathered by children
4. (2) Quadrangle sign stand halves for 1 complete stand
 - a. 1 piece with slit in top and 1 piece with slit on bottom
5. (1) 7 ½" x 7 ½" painted vinyl backdrop
6. (1) Hardware box
 - a. Plastic eggs

TRAINING MANUAL

Families with small children are the fastest growing audience for fairs and festivals. They are looking for fun, exciting and educational things to do together as a family. The Farmer For A Day Activity Station is designed for families with young children (ages 12 and under) and is the perfect vehicle for meeting this demand. It provides life long memories for fair-going families.

PHILOSOPHY / PURPOSE / GOAL

The Farmer For A Day Activity Station is a hands-on, participation activity designed to give families an opportunity to learn where their food and fiber comes from in a relaxed, entertaining manor. The concept is simple- we learn best my doing- especially when it's fun.

PERSONNEL: People set the tone of the center. It is vital that The Farmer For A Day Activity Station be relaxed, friendly, warm, inviting, and safe while at the same exciting and fun. Guests require and must receive your full attention. Being a part of the activity and interacting with young children requires a high energy level. Helpers must familiarize themselves with the activities, its action, and their role in it.

Although this is an educational activity the emphasis is on fun. Remember, first and foremost families come to the fair to have a good time. Learning and getting information is important but secondary to fun.

HELPERS are referred to as "Farmer Bill" or "Farmer Sue." Appropriate attire is jeans, white tee-shirt, red neck bandana. Large name tags can be used to identify farmers as being in charge. Generally the helper's role is:

- A. To help families understand directions for participating at each station;
- B. To encourage families to have fun together;
- C. To answer questions and offer information about farming and its role in their lives;
- D. To maintain a safe, secure, educational and fun environment;
- E. To encourage sharing, taking turns and moving on when activity has been completed. (See helpful hints.)

HANDOUTS (optional): Continue the learning and reinforce the experience at home. The educational handout should be readily accessible to the adults and they should be encouraged to take it home. This will remind them of the memory they made and the information they got at your fair!

FARMER FOR A DAY

THE GROCER GETS THE FOOD THAT IS SOLD AT THE STORE FROM THE FARMER.

ACTIVITIES:

Parents give direction and children take a basket and gather eggs from under the clucking chickens in the hen house, dig potatoes from the potato field, and pick an orange from orange trees in the field.

HELPER'S ROLE:

Restock oranges, potatoes, and eggs. Disengage overzealous farmers.

HELPFUL HINTS:

When interacting with a family, helpers might say "If the grocer ran out of food where would he go to get more?"

Ask children to pretend to be a farmer for the day to help the farmer collect more food for the grocer.

If a child doesn't want to leave and continues to gather – thank him for his/her help and tell them they have worked very hard and they deserve a rest. If the station is near other activities or a petting zoo they could be encouraged to experience those things.

ASSEMBLY INSTRUCTIONS

READ COMPLETELY BEFORE STARTING

Set-up should take 2 people about 1 hour, space needed approx. 10' x 25'

1. Unpack & check contents of boxes

- A. If there is a problem contact Jeanne Keaton immediately at 772-464-2910 or call 772-201-1004
- B. Boxes should be emptied. Set contents out of the way, but close by. The wooden box will serve as the chicken coop and the cardboard box should be stored in a safe place to be reused in shipping.

2. Set up metal frame

Set up drapery poles



3. Unroll backdrop put on drapery rods

- A. Backdrop will sit in the middle of the activity area (approximate space needed 10'x 25') with the orange trees to the left (as you were facing it) of the bin and the potato patch to the right of the chicken coop

4. Set wooden packing box on straw

- A. In front of the backdrop, fold lid of box back and place on straw so that the inside of the box lid is on the straw. This should make 3 compartments for chickens, facing front. Make 5 nests out of loose straw (3 inside, 2 on top of box), place chickens on nests. Fill bottom 3 nests with eggs. These are the eggs the children will gather.
- B. "Hide" tape player behind wooden chicken coop, insert sound effects tape provided. It is a continuous tape DO NOT REWIND.

5. Assemble orange trees

- A. Each tree is built from 2 pieces. One piece has a slit in the bottom and one piece has a slit in the top. The pieces slid together to form an "X" – so trees will stand alone. Set trees to the left of the barn.

6. Assemble potato patch

- A. Using the 2x6x4 pieces of lumber assemble the potato patch.

- B. Place to the right of the chickens. (Cardboard or plastic can be placed in the bottom of the potato patch if desired so sand cleans up easier.) Open bags of sand and fill patch. Bury potatoes.

7. Assemble direction sign

- A. Using the 2-quadrangle shaped pieces of wood, assemble the direction sign stand. Slide the two pieces together to form an “X”.
- B. Slip the post, attached to the “Farmer For A Day” sign and directions into the sign stand. Place in front of the barn.

8. Baskets

- A. Place the small gathering baskets for the children to use, next to the direction sign on one side. Place the larger baskets for the children to empty their produce into, on the other side. You may need to experiment with the placement of these baskets to find what will work best for your set-up.

9. Handouts (optional)

- A. Place handouts in an accessible area for parents to pick up.

10. Optional

- A. Define the activity area with straw or rope to more effectively control the entrance and exit of children.