

Teacher's Guide: Online Experience



After Registering:

Once you have registered at www.journey2050.com, sign into your account.

This is the home screen where you can access the curriculum, resources and select different options in the program. There are 3 main tabs you on the home screen: Online Experience, Field Trip and Guest Speaker

- **Online Experience** is where you will spend most of your time. This tab is home to the main portions of the curriculum. You will find every level and its accompanying resources listed section by section. Each level has a complete lesson plan, PowerPoint, video and additional resources. Level 1-6 has a game level incorporated using the Journey 2050 gaming platform. Level 7 is a research-based project and the Summary lesson is a Project-Based Learning experience.
- **Field Trip Experience** is an opportunity for students in or near Calgary, Alberta, Canada to visit the Journey 2050 classroom at the Calgary Stampede. In areas where it is offered the tab will be orange signifying the option is available to teachers.
- **Guest Speaker Experience** is a specialized opportunity based on the territory. In areas where it is offered the tab will be orange signifying the option is available to teachers. A teacher can request a Guest Speaker to come to the classroom to do a 2 hour presentation covering level 1, 2 and 6 with the class.

The screenshot shows the Journey 2050 website interface. At the top, there is a navigation bar with the Journey 2050 logo on the left and links for 'My Bookings', 'My Profile', and 'Logout' on the right. Below the navigation bar is a horizontal menu with links: 'Home', 'Teacher Experience', 'Student Experience', 'Take Action', 'Agricultural Resources', 'Home Edition', 'About Us', and 'Contact Us'. The main content area features a large image of a red tractor in a field. Below the image, there is a 'Welcome' message with a blue cloud icon. A green box contains the text 'Your Teacher Code:'. Below this, there is a thank you message and a paragraph explaining the program is free and curriculum-based, ideal for students in grade 7-12 and higher. It also mentions that there are many ways to participate, including field trips in Calgary, Alberta, and that the entire program is online. A section titled 'Select the option that fits your needs from the below menu:' contains three buttons: 'Online Experience Worldwide' (orange), 'Field Trip Experience Calgary Only' (grey), and 'Guest Speaker' (grey). Below these buttons is a row of three links: 'How it Works', 'Begin Program', and 'Student Reports'. At the bottom, there is a section titled 'How the Program Works:' with a paragraph explaining that the online experience was created for worldwide participation, includes a step-by-step guide with speaking notes for videos and games, and that a program coordinator is available for help.

Program At-a-Glance:

- Lesson 1: Introduction to Sustainable Agriculture (90 min)
- Lesson 2: Plant Health (45 min)
- Lesson 3: Water (45 min)
- Lesson 4: Economy (45 min)
- Lesson 5: Land Use (45 min)
- Lesson 6: Careers for 2050 and Beyond! (45 min)
- Lesson 7: Technology and Innovations (60 min)
- Action: Project Based Learning and Summary (60-90 min)



You can pick and choose the levels you want to teach; however, the program was intended for Level 1-4 to be taught in order.

- Each level includes a lesson plan, PPT, video and game/activity. Plus, enriching activities to learn more.

Student Reports:

Each teacher is assigned an individual **teacher code**. This code skips the videos (it assumes you will play them at the front of the class for everyone) and it generates a report after each game (3 reports total). Students should use the same device the entire time they play through Journey 2050 to ensure their scores are recorded properly.

Note:

- It takes **24 hours for the report to generate** and the device must be connected to wifi.
- Level 1-4 is considered one game. Students virtually farm and each level rolls into the next.
- Level 5 and 6 are independent games so a report is generated after each one if the code is entered beforehand.

Downloading the Game:

Every student needs a device to play the game portion of the program.

If you have a computer lab with wifi then students can play online using Safari, FireFox or Chrome browsers.

- Alternatively, if you are concerned your school wifi will not support the students all playing online at once a great solution is to download the **Zip Folder**. **This will download the game directly onto the computer so you will not need wifi to play.** (Quick tip, save the ZIP folder onto a USB and it will make it quicker to load it onto each computer in the lab). Note: Old browsers such as IE8 don't work
- If your classroom has **tablets** the game is available as a **FREE download in iOS, Google Play and Windows Store.**

Questions: If you have questions or would like to speak with an agricultural expert please contact us. We have a network of organizations excited to visit with you and your students about agriculture!

Email: programs@naitco.org