



## **Down on the Farm**

**30 minute Classroom Program    \$6 Per Child**

Come along for an unbelievably fun time down on the HW! Healthy Farm as we learn how to be SMART with Harry the Horse by making great food choices from MyPlate! We'll also meet GoGo the Goat and get ACTIVE by wiggling, jumping, galloping, and hopping all over the place. And we'll be LEADERS with Casey the Cow by sharing all we learn with our families and friends. You, too, can help Farmer Velcro Man and his cast of animals in this very interactive program DOWN ON THE FARM!

### **One-and-a-half hour Field Trip Experience includes:**

Classroom Program, Fun-tastic Exhibit Floor, and Interactive Brain Theater

### **Down on the Farm meets the following Mississippi State Health Competencies and Early Learning Common Core Standards:**

#### **Mississippi State Health Competencies**

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#### **Competency 1: D, PH, N, H**

Comprehend concepts related to health promotion and disease prevention to enhance health.

Objective: Identify the food groups of the Choose MyPlate.

Objective: Describe relationships between personal health behaviors and individual well-being.

#### **Competency 3: CH**

Demonstrate the ability to access valid health information and products and services to enhance health.

Objective: Demonstrate healthy behavior in daily activities.

#### **Competency 5: N, PH, H**

Demonstrate the ability to use decision-making skills to enhance health.

Objective: Identify healthy foods to include snacks and drinks.

Objective: Identify healthy activity choices.

#### **Competency 7: PH, S, SA**

Demonstrate the ability to practice health-enhancing behaviors and avoid or reduce health

risks.

**Common Core Standards:**

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**MATHEMATICS STANDARDS**

*Counting and Cardinality (CC)*

Four-Year-Olds

3. Count to tell the number of objects.

Operations and Algebraic Thinking

Kindergarten

5. Count to answer “how many?” questions. Given a number from 1-20, count that many objects.

*Measurement and Data (MD)*

Four-Year-Olds

3. With guidance and support, sort, categorize, and classify objects.

Kindergarten

3. Classify objects into given categories.

**SCIENCE STANDARDS**

*Scientific Method and Inquiry (SI)*

Four-Year-Olds

2. Describe, compare, sort and classify, and order objects.

4. Explore materials, objects, and events and notice cause and effect.

6. Work collaboratively with others.

*Physical Science Domain (PS)*

Four-Year-Olds

4. Explore what happens to objects in relation to other forces.

Kindergarten

2. Classify properties of objects and materials according to their observable characteristics.

**SOCIAL STUDIES**

*Family and Community Domain (FC)*

Four-Year-Olds

5. With prompting and support, demonstrate responsible behavior related to daily routines.

8. With prompting and support, identify some positive character traits of self and others.

**PHYSICAL DEVELOPMENT STANDARDS***Fine Motor Domain (FM)*Four-Year-Olds

2. Demonstrate fine muscle coordination using manipulative materials that vary in size, shape, and skill requirement.
5. With prompting and support, participate in group activities involving fine motor experiences.

*Gross Motor (GM)*Four-Year-Olds

1. Identify and demonstrate the use of body parts connected with gross motor movement.
2. Demonstrate coordination of large muscles to perform simple motor tasks.
3. With prompting and support, demonstrate body coordination.
5. Engage in gross motor activities that are familiar as well as activities that are brand new and challenging.

Kindergarten

1. Identify body parts and apply these to different movement activities.
6. Demonstrate clear contrasts between slow and fast movements and demonstrate rhythmic movements, timing, and following a beat at an introductory level.

*Self-Care, Health, and Safety Skills (SC)*Four-Year-Olds

4. With prompting and support, practice common health routines.
5. With prompting and support, participate in a variety of physical activities.
6. With prompting and support, identify nutritious foods.

Kindergarten

3. Follow directions and work cooperatively with others during physical activity.

*Dance and Movement Domain (DM)*

1. Create simple movements.