

# INTRODUCING GIPPYAg

GIPPYAg is an exciting new program linking Gippsland education providers with our local food and fibre industries.

Managed by Food & Fibre Gippsland and CQUniversity Australia, this project will engage with schools, teachers and students across Gippsland to increase the knowledge and appreciation of the food and fibre sector in our region.



**STUDENT  
LEARNING  
EXPERIENCES**



**CAN BE ADJUSTED  
TO SUIT YOUR  
SPECIFIC CURRICULUM  
REQUIREMENTS**



**TEACHER / TRAINER  
PROFESSIONAL  
DEVELOPMENT**



**CREATING  
INDUSTRY  
CONNECTIONS**



**SUITS PRIMARY  
OR SECONDARY  
STUDENTS**



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Amy is a researcher and practitioner using agricultural education for ag-tech extension. Amy works with educators, researchers and industry professionals to develop innovative programs to increase the skills and knowledge of teachers and students in agri-tech. She has developed and implemented a range of professional learning opportunities for educators to build their capacity to deliver curriculum aligned agri-tech learning modules to students. These modules aim to showcase the scientific and digital skills required in the agricultural industry to attract the next generation workforce.

**CONTACT US TO INVOLVE  
GIPPYAg IN YOUR SCHOOL!**

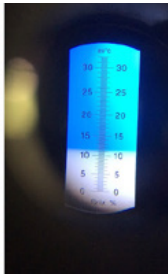
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# GIPPYAg

## STUDENT LEARNING EXPERIENCES

The following learning experiences have been designed to provide students with a taste of the current and emerging technologies used in the agricultural industry. All equipment is supplied for these sessions, with the length and content adjusted depending on the year level.



### SWEET SCIENCE

**Timing Required: Minimum 45 minutes**

How do you test for sweetness in fruit? Smell? Looks? Taste? Traditionally, these senses have all been used to determine if a crop is ready to be harvested and eaten. However, producers now have access to a more conclusive, and scientific answer. Students will be able to use all their senses to decipher which fruit they would believe to be the sweetest, based on appearance and flavour.

**Key Learning Areas: Agriculture, Mathematics, Science, Design and Technologies**

### MEAT GRADING AND TASTING

**Timing Required: Minimum 45 minutes**

Ever wondered how the best possible meat ends up on your plate? Curious to how Meat Standards Australia (MSA) put a grade on beef and lamb? Students will look at how producers use Estimated Breeding Values (EBVs) to breed animals and the influence this can have on meat quality. Students will have the opportunity to identify different cuts of meat from a variety of species, as well as participate in the process of grading meat, as per the MSA system. They will also use the Meat and Livestock Australia (MLA) MSA Index Calculator to determine the overall quality of the meat, before tasting and rating the 'tastiest' steak.

**Key Learning Areas: Design and Technologies, Home Economics, Science, Agriculture**



### FITBITS FOR COWS

**Timing Required: Minimum 30 minutes**

Do you know what activity data we can collect from cows? This session will expose students to how accelerometers have the potential to be used in a variety of ways in the livestock industry to improve animal welfare. In the future they may be able to detect disease, when livestock are giving birth or to identify if a mob are being attacked by a predator, such as a wild dog. During this activity, data will be live streamed to an iPad allowing students to observe how the change in activity influences data. NOTE: You do not need animals to run this activity, students will be used for the purpose of this workshop.

**Key Learning Areas: Mathematics, Science, Agriculture, Design and Technologies, Digital Technologies**

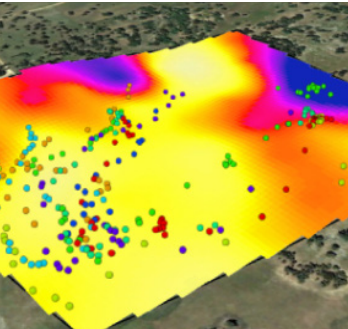
### PITCH AN IDEA TO A PRODUCER

**Timing Required: Minimum 45 minutes**

Design thinking has been identified as a critical skill for the future workforce, drawing upon the use of logic, imagination, intuition and systemic reasoning to explore solutions for an end user. Students will learn about the innovation ecosystem and pitch an idea to solve a problem faced by the agricultural industry. This activity is designed to stretch students' thought processes to find a solution to these problems. Students will be provided with a scenario and work in small groups to pitch an agri-tech solution to the problem. They will then present a '3-minute pitch' to their peers for questions and feedback.

**Key Learning Areas: Visual Communication Design, English, Science, Design and Technologies**

**Capabilities: Critical and Creative Thinking**



### DIGITAL FARM MAPPING AND SATELLITE IMAGERY

**Timing Required: Minimum 45 minutes**

Digital farm maps are useful tools for all farmers. They give farmers a basis to identify variability across a farm and the ability to apply inputs such as fertiliser at different rates for different zones. Students will have the opportunity to use the 'DataFarming' program and explore some of its features. In this practical session students will first learn how to create a digital farm map, view current satellite imagery and discuss the opportunities and limitations of this information to make decisions on-farm.

**Key Learning Areas: Visual Communication Design, Geography, Science, Agriculture, Design and Technologies, Digital Technologies**

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