



Vision 2020 Pizz-A-Thon “Adapt to Fit”
School, Home School, Boys & Girls Club, Youth Organization



1. Agriculture-Food Industry – Through Jeopardy and other games trace pizza to agriculture-growing, distributing, processing, and marketing: (plants, livestock, greenhouse-beginning in soil).



2. Social Studies and Math- Surveys to determine people’s preferences help students decide on their pizza for the future and careers in the food industry are realized.



3. Food Science –Discover a new pizza recipe, explore tasting preferences, e. g. sweet, sour, salty & spicy - linking to the food pyramid where healthiness of pizza is emphasized.



4. Earth Science – Students experiment and discover the value of topsoil and the importance of protecting our food producing resources (with soil and water conservation practices).
Reference: *Earthworm Empire: The Living Soil*.



5. Art – Logo and or pizzeria placemat contest promotes creativity in marketing and great for lower elementary students.



6. Language Arts - Business- Cooperative Learning – Communication skills are developed (oral and written communications – in team marketing presentations). Team pizzas and presentations are judged **by sponsors**. Participants are recognized and **awards are presented**.

GOAL: Leadership development in “hands-on learning”!