

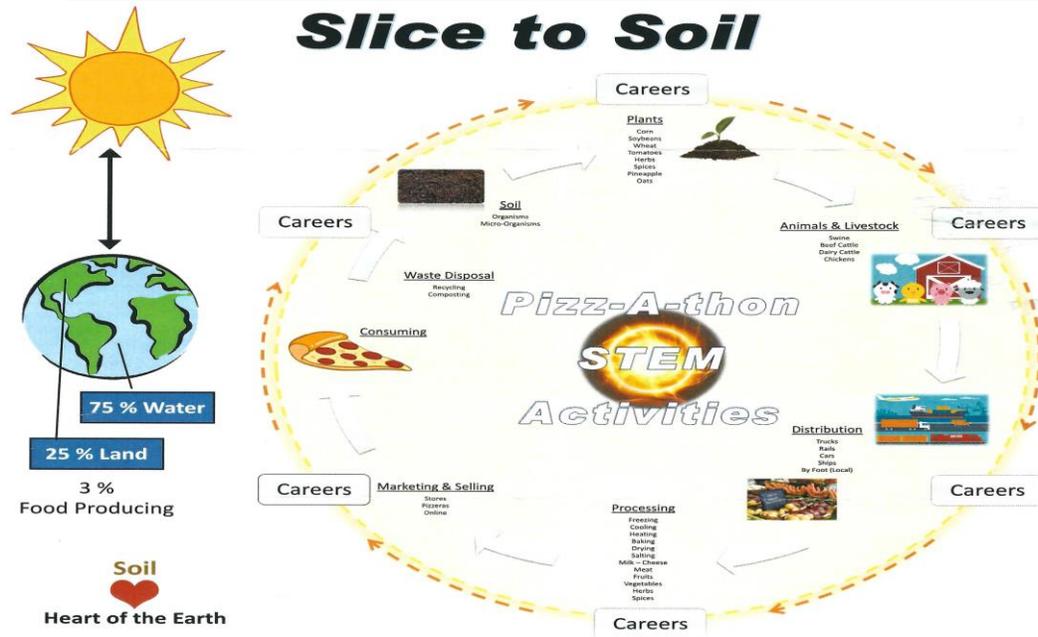
# “Creative Vision 2020” New Pizz-A-Thon Option

## Pizz-A-Thon Games - Start Your Business

**Important Goal:** Assist in adapting to social media!

Create, Play & Engage Others in Pizza World Games

Market the Program and Earn a Commission



**Exhibit 1** Competition in Soil to Slice journey of ingredients e.g. set up a tasting contest on preference of tastes (combinations of sweet, salty and sour) which is important in creating new pizza. Such as Nutella, pretzels, chips, apples (refer to STEM lesson plan).

1 Conduct a logo and place mat contest.

2 On social media, research the healthiest ingredients on pizza-refer to “Pizza Time” magazine article.

T drawings or picture cutout in magazines.

**Exhibit 2** Teams create poster and story illustrating journey of pizza ingredient using photos.

**Exhibit 3** Growing Contest instructions – 2 to 3-week planting duration for results.

**Exhibit 4** Lessons for Special Needs drawing pictures and lines from pizza ingredient to what it looked like prior to being on pizza.

**Exhibit 5** Teams use example to develop a Pizz-A-Thon crossword puzzle.

**Exhibit 6** Teams refer to picture of pizza farm and caption and using creativity, develop a proposal for a similar or another hands-on experience for learning mock pizza business enterprises.

**Exhibit 8** Teams use their creativity to illustrate facts in “Where do they come from” exhibit.

**Exhibit 10** Roll the dice game to create your pizza contest.

**Exhibit 13** Soil protection matching game for exposing teams to individual conservation practices.

**Exhibit 18** Teams design pizza for the future.

**Exhibit 19 -22** Teams develop games to engage other teams in growing and experimenting exercises.

**Exhibit 23 -26** Teams use livestock and future farming information to develop a Jeopardy like guessing game to conduct with other teams.

**Exhibit 27** Teams develop a gardening plan and recipe for homemade pizza sauce.

**Exhibit 28** Use Pizza Pyramid to design a healthy pizza and exchange team creations.

**Exhibit 29** For high school age from the schedule, select a space vs earth comparison using social media.

**Exhibit 31** Teams develop a story on production of piglets and make a presentation-visual and oral.

**Exhibit 32-34** Teams develop plans for one of the projects-Herbs, Wheat Watchers or Pizza works.

**Exhibit 35** Teams develop plans for a pizzeria pizza judging contest.

**Exhibit 36** Teams plan a pizza garden outside or in a child’s swimming pool for inside planting.

**Exhibit 37** Carry out one or more of the 14 activities described in the *Extension to Consider in Marketing*.

**Exhibit 38** Develop and use a pizza target game as explained in the exhibit.

**Exhibit 41-42** Develop and play the target and bingo games.

**Exhibit 45** Develop and play a Jeopardy like game - categories Marketing, Processing, Growing Meat/Veggies.