



**Pahoia
School**
Est 1927

Agricultural Day

Friday 18th October 2019

*When Spring is in the air, you know
'Ag' Day is near!*



Ag Day 2019 - Friday 18th October @ 10am

Project Areas

1. Animals (Agriculture)

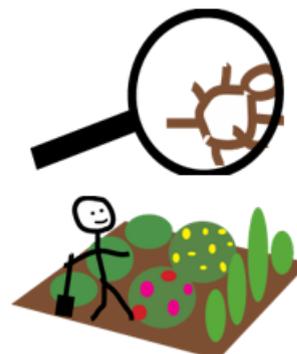
- Lambs born after the 1st Aug
- Kids born after the 1st August



2. Science Experiments

3. Gardens (Horticulture)

- Home flower gardens
- Home vegetable gardens
- Hanging/container gardens



4. Art

- Wearable Art
- General Arts and Crafts
- Steam-punk Art
- Photography



5. Cake and Cupcake Decorating



Judging

Each project area will be judged and awarded in two age categories:

Junior (Years 1-3)

Senior (Years 4-6)

Ag Day Timeline

August

- 1st August – Lambs and kids must be born on or after this date.
- Early August – Gardens should be planted no later than mid-August.
- Hanging/container gardens to be planted during August.
- Have you started creating some Ag Day art or doing some science experiments?
- An Ag Day registration form will be sent home for you to fill in and return.

September

- Don't forget to keep caring for your animals and/or gardens.
- 20th September – Registration form needs to be returned to school.
- 27th September – Last day of Term 3
- Last chance to create some art or finish your science project in the school holidays.

October

- Judges for the gardens will contact you to visit home gardens during the school holidays.
- 14th October – First day of Term 4.
- 15th October (Tuesday) Photos to be brought to school.
- 17th October (Thursday) – Art and science projects to be brought to school.
- 17th October (Thursday) – Bring your hanging/container gardens, Home Garden diaries and wearable art to school in the morning.
- 18th October (Friday) – Ag Day! From 10 am
 - o Bring your animals from 9 am
 - o Bring your cake or cupcakes to the Apata room by 9am
 - o Judging starts at 10.30 am.
- End of October (date TBA) – Annual Group Day, Tauranga Racecourse.

Annual Group Day **(Tauranga Boys' & Girls' Agricultural Club)**

Group Day is a regional Agricultural Day held at the Tauranga Racecourse usually the weekend after the school Ag Day (date yet to be advised).

It is organized independently of school Ag Days.

All children are eligible to enter regardless of school Ag Day placings.



Animals (Agriculture)

Lambs & Kids - Born on or after 1st August.

- You can chose to rear one of the following animals for Ag Day: a lamb, or a kid (the goat variety)
- Regardless of which animal you choose to rear, you need to provide food/milk, shelter and most importantly LOVE
- The more time, positive care and attention you give your baby animal the more they will respond to you
- Animals prefer quiet normal voices and like to be handled gently
- Lots of pats and grooming will ensure you develop a great bond with your animal
- Regardless of which you choose, they need some form of shelter like a tree or hedge
- When cleaning your animal please remember do not use soaps as this strips the animal's natural oils
- Each animal needs to be feed right up to Ag Day.

Equipment you will need:

- Collar, brush, lead, bottle (an old clean plastic drink bottle from home is fine), the correct teat, milk powder (Instructions regarding how much to give can be found on the bag of milk powder)
- These items can either be purchased from Farmlands Te Puna, PGG Wrightsons Katikati or you may know someone who has one that you can borrow

Tell Mum and Dad to ask for the Pahoia School Discount when purchasing your milk powder or meal from Farmlands Te Puna or PGG Wrightsons Katikati.

- Lambs & Kids need to be vaccinated (*see Tauranga Vets Te Puna and Katikati for a free vaccination*). **This must be done before Ag Day**
- You need to feed your lamb/kid 3-5 times a day depending on their age. Check out the rates on the back of the milk powder packet
- Brushing them regularly is great as it is also a good time to gain trust
- Try not to drag but get them to walk beside you on their lead

Judging: On Ag Day you will be judged on the following categories.

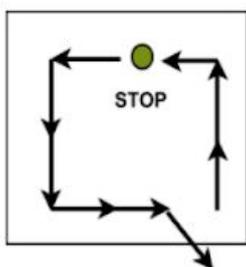
1. Rearing and Grooming:

- You should brush your lamb/kid each day to get rid of loose wool/hair. The day before Ag Day clean their ears and hooves with a soft wet cloth (remember: **NO WASHING OR SOAPS**)
- The judge will ask you questions about how much you feed it, how long you've had it, what breed it might be.

2. Call and Follow:

- You will stand on one side of the ring, and the lamb or kid will be held on the other side. You must then call them to you, then walk around the ring and back to the entry/exit spot, clipping the lead back on as you walk out.
- It is a really good idea to practise this at home. Get someone to hold your lamb/kid and walk away then call. Gradually increase the distance until you can do it. Remember to show your animal they did well!

3a. Leading. (Lambs only):



You need to enter ring at bottom right, go straight up to the top around the peg and stop at the 'stop' sign. Count to 3. Move forward around the next peg then straight down and out.

3b. Obstacle (kids only):

- You will lead your kid over wood, up a see-saw, walking over tin, near plastic bags, standing on platforms, around drums etc.
- You could make your own 'confidence course' for your kid at home. Change it around to give you both new challenges.



Science Experiments

- Carry out a practical scientific experiment that shows scientific principles or processes that are at play in our environment.
- Don't worry if your experiments don't turn out as you expect, this is how the world's great scientific discoveries are made!

- Display your experiment and write it up as an Ag Day project.

Examples are:

- What do plants need to grow? Try growing plants, or seeds with different amounts of water or sunlight, in very hot places or very cold etc.
- Choose a native animal, plant or insect and discover what it needs to survive. Try to create a habitat to allow them to survive in your garden using shelter, sunlight/shade, protection, food etc. What are your results?

Display your experiments as a project.

- Write about your science experiment.
- Describe the method you used in your experiment.
- Describe the results of your experiment – what did you see, hear, feel and measure?

Judging: Write your name on the back of your Science Experiment display and bring it to the Hall on Thursday 17th October by 9am.



Horticultural Section

Home Gardens :

Why not have a go at growing plants? Some ideas are: flowers, vegetables or herbs. Grow them from seed, or from a seedling, grow them in the ground or in a portable container.

- Your home garden can be any shape or size but it must be **a minimum size of 1 square metre with one or more plant varieties**
- Remember a well-tended small garden is more achievable than a large ambitious design.
- Get some help from an adult to dig the garden and get the soil ready with compost, manure, lime etc.
- Then it's up to you to design your garden and plant it. Think about the different heights your plants will grow to and where you will place them to get maximum sunlight.
- Make the most of what is available to you - you may find neighbours, friends or family have seeds, seedlings, worm tea or compost they can share.
- Take care of your plants daily so they are in tip top condition for judging before Ag Day - mind those weeds!
- Once the garden is planted, it can take as little as 5 or 10 minutes per day to water and keep the plants in peak condition
- Have fun and love your garden
- The earlier you start the better your garden will be - try to plant now and no later than early August to give your plants maximum time to grow.

- You must keep a garden diary to tell the judges about your progress, the work completed and how you took care of your garden. You can include drawings, photos, and even empty packets of seeds. You need to supply your own diary, which will be displayed in the Hall on Ag Day.

Judging:

- The Judges will contact you to make a day and time in the school holidays to visit your garden before Ag Day.
- Write your name in your diary and bring it to the Hall by 9am on Thursday 17th October

The Judges will consider relative to your age:

- the effort you have made
- your thinking behind your plant choices and design
- your garden records
- the health of your plants
- the use of natural and environmentally friendly practices
- your effort towards the regeneration of your soil

Hanging Basket or Portable Container:

Here is your chance to create a small but beautiful garden. You could plant flowers, edible plants, herbs or medicinal plants. Think about colour, fragrance, plants for bees and bugs as well as textures. You can only have one entry.

- You will need to supply your own container which may be either a hanging basket or a portable container.
- You can be as creative as you like - perhaps a pot, bucket or a recycled container
- Your container must be small and light enough for you to carry into school yourself
- If you want to take your garden to Group Day you must use a hanging basket of 350 mm diameter and the planting must be 'unadorned' of trinkets

Judging: Write your name and your year on an ice block stick and stick it into the dirt. This will be replaced with a number to making judging fair.

Bring your hanging/portable garden to the Hall on Thursday 17th October for judging prior to Ag Day.

The Judges will consider:

- the health and vigour of your plants
- the eye striking appeal of your arrangement
- your thinking behind your plant choices and design



This year we have four great choices for you in Art, whether you wear your art on your body, design and create a masterpiece, or show us what you see with your own eyes through a camera lens.

Wearable Art:

- Wearable art allows you to experiment and be creative in your dressing up.
- Design and make your very own outfit using natural or recycled materials.
- You are encouraged to create your outfit from your own ideas and designs, and make the outfit yourself (this means parental supervision only please).
- Enjoy experimenting, be creative, and have fun with your design.
- Give your outfit a name (be creative!) and create a chart of what/who inspired your design. Include how you made your outfit, and where you found the materials you used. You may include drawing, photos, pictures & writing.
- You are required to wear and model your outfit on Ag day for the Wearable Art Parade and judging in the hall. Make sure you are able to walk comfortably in your outfit for a short time by yourself, on and off the stage. You may be assisted with getting into and out of your outfit on the day.

Judging: Write your name on the back of your chart and bring your chart and your wearable Art to the Hall on Thursday 17th October

General Art and Crafts:

You can create, draw, paint, sculpt, build, glue, weave, sew, knit or use print-work to make an artwork. There is no limit to what you can create so it's time to start looking and learning, finding something that will inspire you to create a masterpiece! Here are some ideas:

- Miniature scene: put together a 'scene' in a portable container... a garden, jungle, farmyard, forest, magical kingdom, city scape, bike park, traffic jam? You must use some natural materials (e.g. rocks, stones, dirt, leaves) in your scene.
- Paper plate creation: What can you make with a paper plate? A fishy theme, minions, magical unicorns and more!
- Box creation: Boxes can be anything! Big, small, tall, let your imagination go wild. A marble run or a mini house – it can be anything!
- Pinecone craft: A family of mice, a flock of birds. Have one or many - what will you construct with pinecones?
- Vegetable and fruit creation: Bring your vegetables to life! Cut slice and dice to craft an interesting creation.
- Recycled Wind Chime: It's time to dig through your cupboards and drawers for interesting materials in order to create a wind chime. Think outside the square and be as creative as possible.
- Origami Creations: Create a family of three (or more). Pick your animal, choose your colour and create the origami in three different sizes to make your animal trio.
- Decorate a gumboot: It could be a doorstep or maybe a vase, what about an alien straight from Mars? Add some glitter and different paints, or even make it scary so your teacher faints!

- Pet rock: Find a rock, any colour, shape and size, you can use what you like, even googly eyes. Use your imagination to make your new pet, I wonder what surprises we will get!?
- Art in a jar: Show us your favourite memory, create a fairy home, design a terrarium or capture a galaxy in a jar. Use any shape or size jar to get creative and surprise us with your amazing creations.
- Animal mask: Who is that behind the mask? Reduce, reuse and recycle to mastermind your own Ag Day animal mask.
- Mosaic initial: What better way to display your selfies than on the initial of your name. Cut it out of wood, cut it out of a cereal box or cut it out of recycled materials. Get creative, take a selfie (or 10) and plaster them over your initial.

Judging: Bring your artwork to the Hall on Thursday 17th October. Your art must be easily carried into school by the Artist (meaning not too heavy or too large).

Steam-punk Art:

Steam-punk is a made-up, fantasy period of history (or the future...). Steam-punk imagines what it would be like if the Victorians had used steam-power and clockwork to make gadgets like we have today. It is really a kind of Science Fiction (Sci-Fi).

- Your Art creation can be drawn or created (no larger than you can carry into school please).
- You can use recycled materials, like old garden tools or nails and screws, or convert something that you have e.g. an old remote control toy turned into something new....
- AND your art must carry the Ag Day theme.....so think Steampunk sheep, steampunk tractors, steampunk goats & lambs..... use your imagination!!

Judging: Bring your creation into school on Thursday 17th October for judging prior to Ag Day. Steam-punk Art will be judged separately to the Arts and Crafts section.

Photography:

We encourage you to get outside exploring and discovering.

- Your photograph will be inspired by the world around us. We have some beautiful outdoor areas in and around Pahoia, Bay of Plenty and New Zealand to explore, play, exercise, and inspire us. So head out there, find some magic and catch it on camera!
- All prints are to be mounted on cardboard.
- Print your name, class and description on the back of the board (including what you used to take the photo/the location/what inspired you).

Please Note:

- No computer manipulated photography is allowed.
- Limit of 1 photo entry per child

Judging: Bring your mounted and labelled photograph into school on Tuesday 15th October for judging prior to Ag day.

Please note: Late entries may be displayed but will not be judged as this is being done before Ag Day.



Cake and Cupcake Decorating

You can choose to either decorate a cake or a cupcake. Get creative by using Ag Day inspired themes in your designs! Examples could be:

- Flower or animal cake/cupcakes
- Farm style cake/cupcakes
- Bugs and worms cake/cupcakes
- Or something arty!

Judging: Please bring your cakes or cupcakes to the Apata room on Friday 18th October by 9 am for judging. Judging will be based on decorating skills alone and we will be judging these in two separate categories of cakes and cupcakes.

Please note: Cakes and cupcakes will be sold as part of our bake sale either whole or cut up. If you would like to keep your creation, please let the team know when you drop them off in the morning.

Please name any containers or boards that will need to be returned to you after Ag Day.

Remember

Ag Day is supposed to be fun so if something is not working for you or you have questions, please feel free to contact your child's teacher or Amy Seifert on fundraise@pahoia.school.nz or 021 894 409 for help or advice.

We hope you have fun with your projects and look forward to seeing your hard work, efforts and creations being showcased on Ag Day!

If you would like a printed copy of this booklet feel free to talk to Juanita at the office or Amy.