

Bean, Bean, Bug



This activity is like Duck, Duck Goose.

Have students sit in a circle and then place a soybean card in front of each student. Be sure that they are all Face Up (no bugs showing). Tell the students they are not allowed to flip their card over until asked to do so. If they do, they are out of the game and must move to the middle.

Tell students that when a farmer grows crops, they must scout their fields to find pests that like to chew on their crops. Pests, such as insects and disease, can destroy the food they are trying to grow.

Designate one student as the first farmer and place them in the middle of the circle. The “farmer” must look for bugs. Ask them to move around the inside of the circle and point to students who may have a bug. The farmer may have up to 3 chances to find a bug. If they do not find a bug, the last student who is picked will now be the farmer, and the other student sits in their place. Replace that student’s card with another student’s card.

If a farmer does find a bug, the farmer must yell “BUG” and then chase the bug around the outside of the circle (farmer runs through where the “BUG” was sitting. If the bug is caught, the student moves to the middle and is out. The Farmer may go again unless it is their 3rd turn.

If the student makes it back to their place without being caught, the student becomes the new farmer, and the farmer sits in their place. Replace that student’s card with another.

Play until time allows. You have 10 minutes.

With one minute left, ask students why farmers must look for bugs.

To protect their crop!