

Exploration of Sugaring Tools & Equipment

GOOD FOR ALL AGES
10-15 MINUTES

MATERIALS & SUPPORTING RESOURCES

- Assortment of sugarmaking tools

INSTRUCTIONS

K.I.M.'s (Keep In Mind) Game is a takeoff on the memory game and a great activity for becoming familiar with items used in sugaring (i.e. tubing, hydrometer, syrup container, grading kit, fireproof glove, candy mold, filters, tubing tool, and taps).

Lay the items out on the floor or table and cover with a cloth. The number of items should be appropriate for the age of the students. Explain that the cloth will be removed for a minute so children can see what is underneath, and children should try to remember as many items as possible before the cloth is placed back over the items.

Discuss strategies for remembering the items; knowing how many there are may help, make associations with the items, or take a "picture" with your mind's eye.

Uncover the items and let everyone observe them for a minute. Cover the items again.

Once the cloth is returned, begin listing the items as children take turns remembering them. After they have exhausted their memories, pull back the cloth and check the list with what is there. As you check items off the list, talk about what that item is and how it is used.

As an extension, after all the items have been discussed, have a child remove one item while the others close their eyes. On the count of three, the students open their eyes, and they try to guess what item has been removed.

Adapted from Shelburne Farms' K.I.M.'s (Keep In Mind) Game

"This material is based upon work supported by the VT Agency of Agriculture "Local Food Marketing Development" grant programs and the Northeast SARE subaward ONE18-323."

Vermont FEED: a farm to school partnership project of Shelburne Farms & NOFA-VT