



# PIG-LINKO

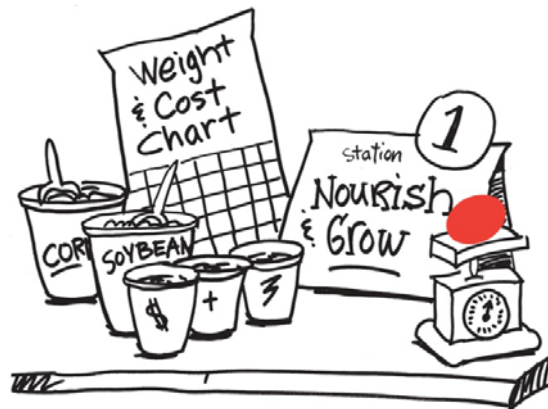
The learning activity will be made up of two (2) hands-on mini-carnival activities to introduce the concepts of agricultural futures and options to the target audience of families and youth ages 8 - 14. 4-H youth will run each activity and guide the participant through the process of producing a commodity and selling it. In the process, participants will discover how investments and risks factor into agricultural markets and prices. As each participant goes through the two mini-carnival stations, they will:

1. Recognize what an agricultural commodity is and associate commodities with products.
2. Learn what investments are required to raise a commodity (hogs).
3. Discover how a commodity's risks in getting to market factor into its selling price.

## The Activities—The Commodity Carnival Activity Stations:

### Station #1: Invest and Grow

Participants receive an activity sheet and a plastic egg representing their hog. Participants fill their plastic container with a range of items that represent the various investments needed to raise their hog.



### Station #2: Pig-Linko Game

Participants send their sealed container down a "Pig-Linko" board obstacle course that represents risk factors beyond the producers' control affecting price at market. Each container ultimately falls into a slot representing the final price for their commodity.

For more information, contact (**name/email address/phone**)