



Science

# CORN SOY HOGS CATTLE PUMPKIN

Explore Illinois agriculture's top five commodities with this addictive game which is as unique as its name! Race against each other to SLAP a match between a card and a spoken word... but watch out, your mind might play tricks on you!

## Objective of the Game:

Get rid of all your cards and be the first to SLAP a match between a card and a spoken word.

## Directions:

1. Shuffle the deck of cards and deal them out, one card at a time to each player, until they are gone. Players should keep their cards in a stack, face down.
2. To begin playing, the person to the dealer's left puts a card down into the center, face-up, saying, "Corn." The player on his left then puts her card face-up on top of his, while saying, "Soy." Play continues in this way, saying each word in the title of the game in order ("Corn" "Soy" "Hogs" "Cattle" "Pumpkins", "Corn" "Soy" "Hogs" "Cattle" "Pumpkins", "Corn".....). Most of the time, the word spoken by the player will *not* match the card laid.
3. Play continues as outlined above until the card just laid matches the word spoken by the player (eg., they put down a 'Hog' while saying "Hogs").
4. At this point, all the players must SLAP their hands on top of the pile of cards in the center, and the LAST player to do so takes the entire pile, and puts them on the bottom of the pile in his/her hand.
5. He/She then starts off the next round saying, "Corn," the next player, "Soy," the next player, "Hogs," etc...
6. IF the card laid pictures the commodity holding a PRODUCT that comes from that commodity, all players must also - in addition to slapping the deck - name another PRODUCT that comes from that commodity (i.e. - "corn syrup" from Corn, or "bacon" from Hogs). The last to do so takes the center pile!

## Examples of Product Cards:



Directions continued on next page...






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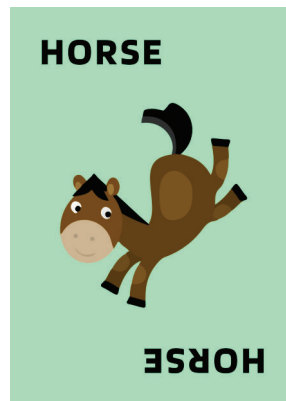
# CORN SOY HOGS CATTLE PUMPKIN

## Directions (continued):

When a Special Card is laid, all players must complete the actions below *immediately* and *then slap* the deck. If a player does the wrong action or are the last to slap the deck, they must pick up the cards.

Chicken:	"Dance" like this chicken and make the sound a chicken makes	
Horse:	"Jump and kick" and make the sound a horse makes	
Sheep:	"Strike a yoga pose" like this sheep and make the sound a sheep makes	

## Examples of Special Cards:



## Other Rules:

1. **Flinching:** If any player slaps, or even starts to but jerks it back ("flinches"), they forfeit the round and pick up all the cards in the center.
2. **Pace:** You have to keep a steady fast rhythm to the game. If you break it by forgetting what you're supposed to be saying or by not noticing it's your turn, you have to forfeit the round and pick up the cards.
3. **No Peeking:** All players must put cards down into the pile by flipping them over facing outward. If a player clearly looks at their card before placing it into the pile, they forfeit the round and pick up the cards.

## Going "Out" & Winning:

1. When a player has used all their cards, they continue to say "Corn, Soy, Hogs... etc" in turn, and STILL have to slap the pile when a match occurs.
2. The game ends when a player with no remaining cards is the FIRST to correctly SLAP a match or special card!

# TEACHER RESOURCES

## Prior to Game Play:

- Learn about the products that come from each of Illinois' top five agricultural commodities by reading through IAITC's Ag Mags! Relevant Ag Mags to consider:
  - Corn
  - Soybean
  - Pork
  - Beef
  - Pumpkins
  - Poultry
  - Horse

## Game Play Alternatives:

- For younger students, remove the requirement of naming a product that comes from that commodity when a Product Card is laid.
- For older students, require them to name a product that comes from that commodity *each time* the word spoken matches the card laid, not just when a Product Card is laid.
  - Further Extension: No product may be named twice.

## Extension Ideas:

- Go to [agintheclassroom.org](http://agintheclassroom.org) to contact your County Ag Literacy Coordinator for free classroom sets of our Ag Mags!
- Have students complete any of the "Ag-Venture" worksheets associated with the above Ag Mags to strengthen non-fiction reading skills while learning more about these commodities.
- Visit the USDA Economic Research Service's State Fact Sheets at [www.ers.usda.gov/data-products/state-fact-sheets/](http://www.ers.usda.gov/data-products/state-fact-sheets/) to learn more about the economic impact of Illinois' top five agricultural commodities.
- Map out the top commodities in your state/region/country by viewing other states' USDA Fact Sheets.

## Game Development:

- This Corn Soy game was inspired by a great game called [Taco Cat Goat Cheese Pizza](#).

# CORN SOY HOGS CATTLE PUMPKIN

## TEACHER GUIDE

### Game Play:

Players will play the game as outlined in Instructions Card 1 until the card just laid matches the word spoken by the player (eg., they put down a 'Hog' while saying "Hogs").

At this point, all the players must SLAP their hands on top of the pile of cards in the center and also NAME A PRODUCT that comes from that commodity (eg., "corn syrup" for Corn or "bacon" for Hogs), and the LAST player to do so -- or to name an incorrect product -- takes the entire pile, and puts them on the bottom of the pile in his/her hand.

The following are some ideas of acceptable products originating from each commodity that the players might NAME while they SLAP the deck. Other products could be named!

### CORN

- Sweet Corn
- Canned Corn
- Corn Syrup
- Cornstarch
- Pet Food
- Livestock Feed
- Ethanol
- Vegetable Oil
- Popcorn
- Corn Flour
- Breakfast Cereal (Corn Flakes, Fruit Loops, etc)
- Corn Bread
- Corn Chips (Doritos, Fritos, tortilla chips, etc)



### SOY

- Edamame
- Tofu
- Soy Milk
- Soy Yogurt
- Soy Sauce
- Soy Flour
- Biodiesel
- Livestock Feed
- Vegetable Oil
- Tempeh



### HOGS

- Ham
- Bacon
- Pork Chops
- Pork Loin
- Sausage
- Pork Ribs
- Ground Pork
- Pet Food
- Insulin
- Suede



### CATTLE

- Steak
- Hamburger
- Ground Beef
- Beef Ribs
- Milk
- Cheese
- Yogurt
- Ice Cream
- Butter
- Sour Cream



### PUMPKINS

- Pumpkin Pie
- Pumpkin Bread
- Pumpkin Spice
- Pumpkin Seeds
- Pumpkin Blossoms



# TEACHER RESOURCES

## Print Playing Cards Yourself!

If you would like to print the playing cards for this game yourself, follow the instructions below.

**Disclaimer: when you print double-sided, you may encounter a slight mis-alignment between the front and back sides on most printers. Therefore, the cards may not be perfectly aligned front-to-back. This is merely an aesthetic problem... the game will play the same even if the cards aren't perfect!**

## Printing Recommendations:

- Print the following pages double sided, flip on short edge.
- For most durable cards, print on white cardstock.
- Print in full color ink, if possible!

Once printed, cut the cards out.

- The card dimension will be 2.5" x 3.5"
- There should be 66 front-and-back playing cards in total.

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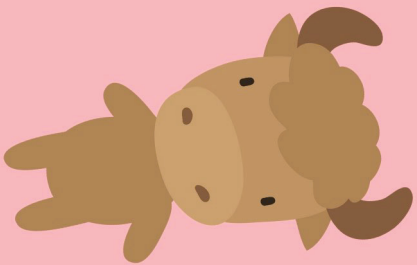
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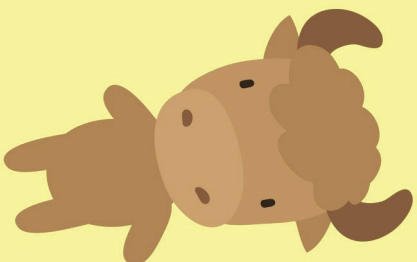
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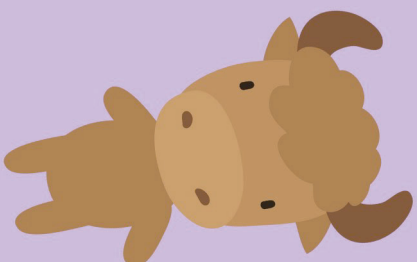
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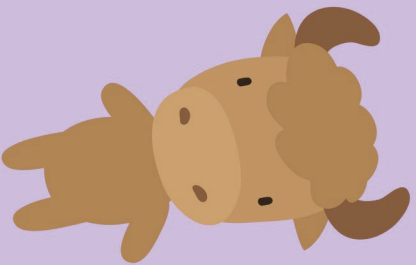
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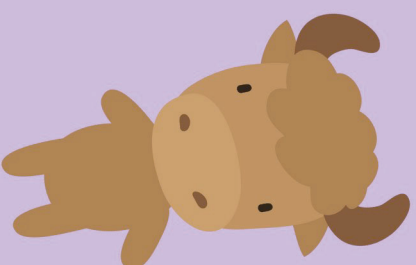
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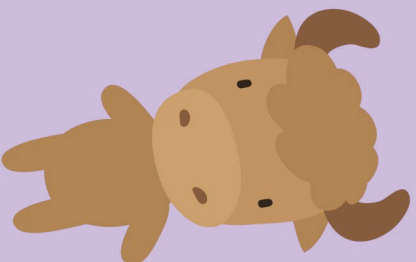
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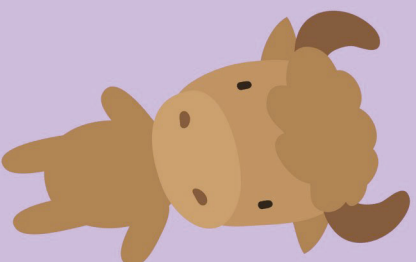
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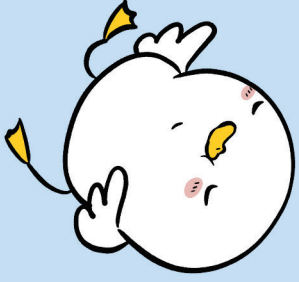


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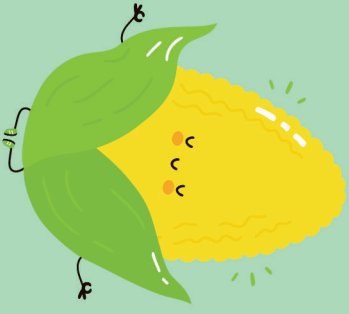
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**CORN**



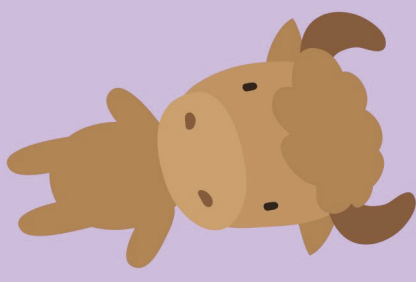
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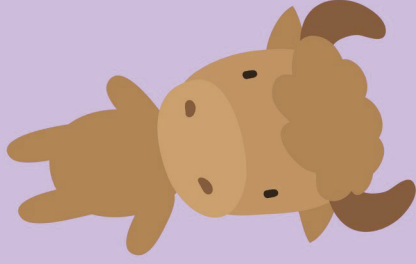
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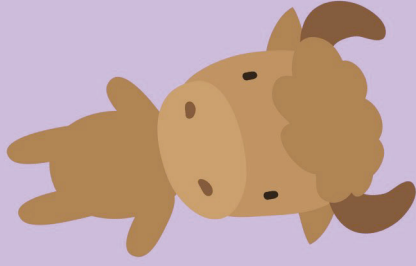
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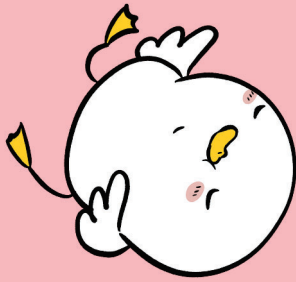
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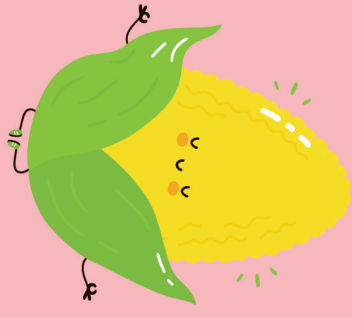
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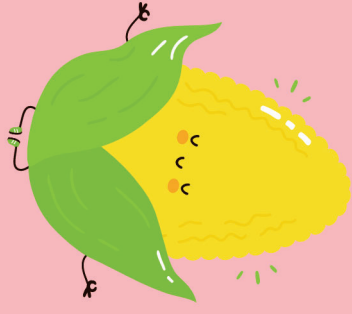


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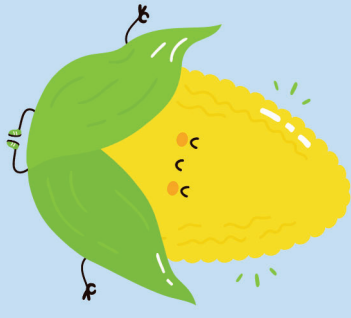
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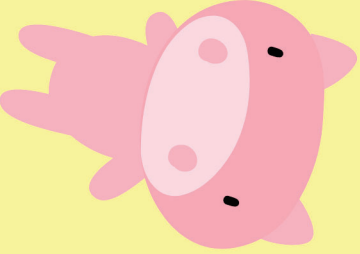
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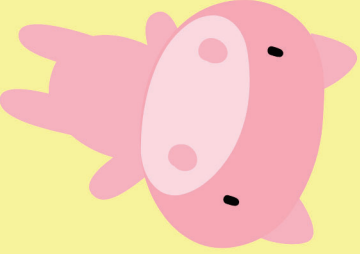


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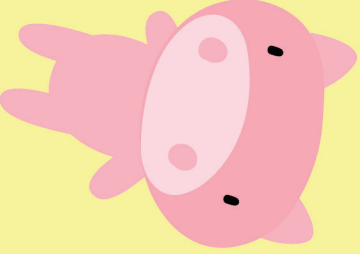
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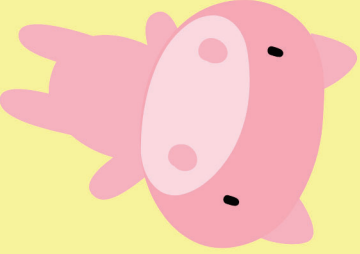
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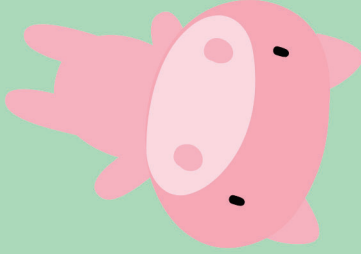
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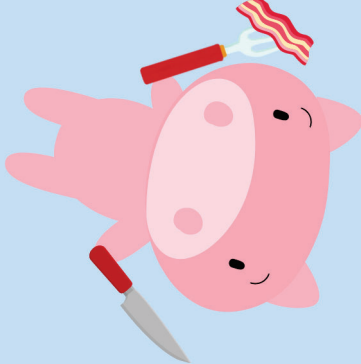
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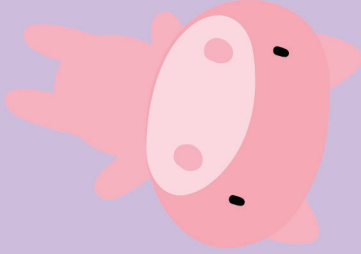
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**HORSE**



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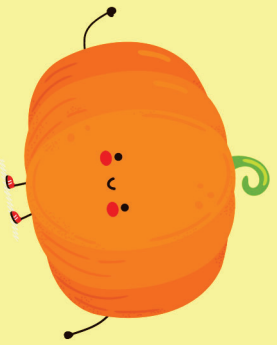
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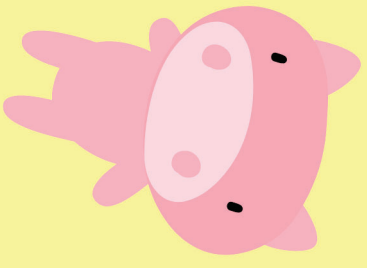
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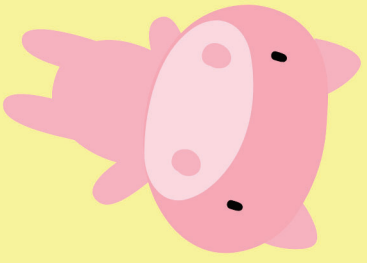
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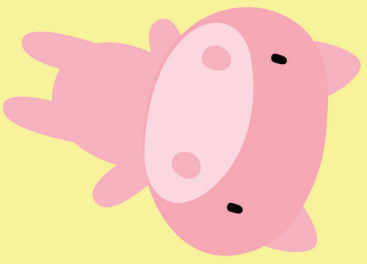
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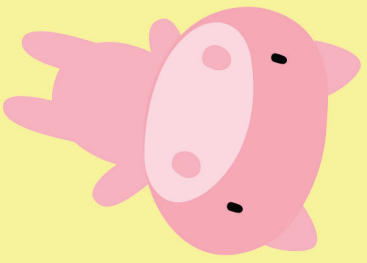
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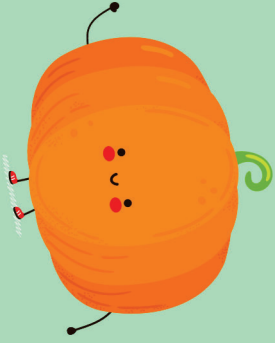
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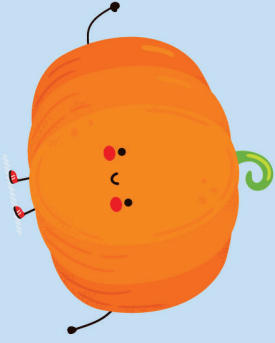
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In the Classroom™

CORN  
SOY  
HOGS  
CATTLE  
PUMPKIN



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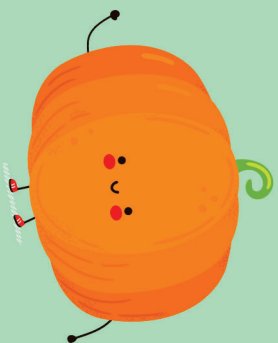


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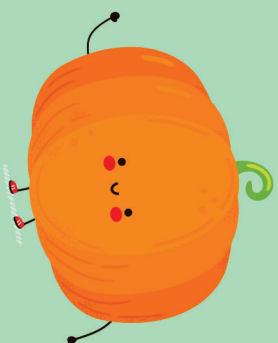


**PUMPKIN**



**PUMPKIN**

**PUMPKIN**



**PUMPKIN**

**SHEEP**



**SHEEP**

**SHEEP**



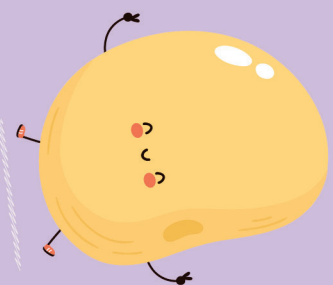
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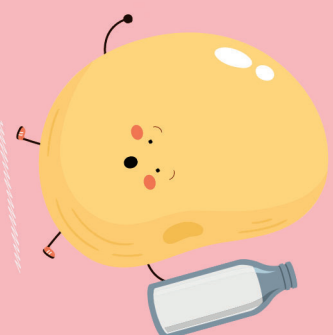
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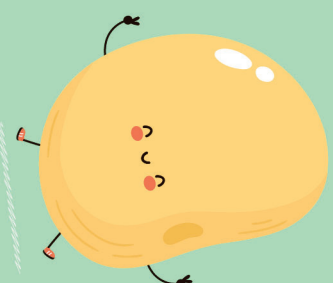
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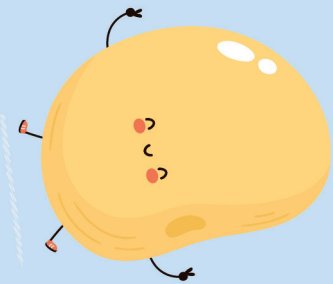
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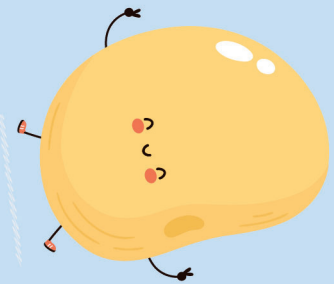


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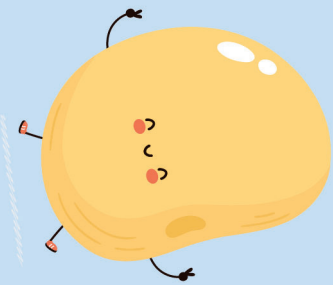
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**SOY**



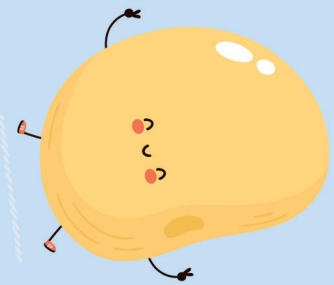
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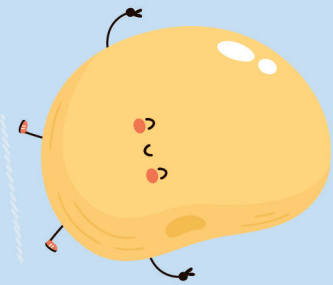
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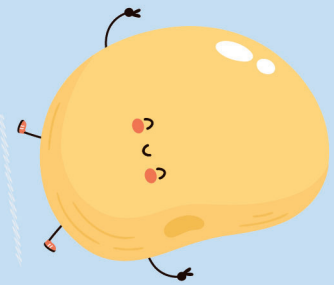
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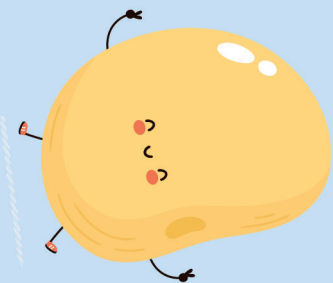
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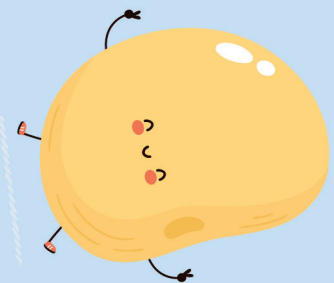
**SOY**

**SOY**



**YOS**

**SOY**



**SOY**

## CORN SOY HOGS CATTLE PUMPKIN

### INSTRUCTIONS

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**Number of Players:** Minimum: 3

**Maximum:** as many as you can fit around a deck

**Deal:** Shuffle and then distribute all cards evenly face down to all players

**Objective:** Get rid of all of your cards and be the FIRST to slap a match

**Game Play:** The person to the dealer's left puts a card down into the center, face-up, saying "Corn."

The player on his left then puts her card face-up on top of his, while saying, "Soy."

Play continues in this way, saying each word in the title of the game in order ("Corn" "Soy" "Hogs" "Cattle" "Pumpkin" "Corn" "Soy" "Hogs" "Cattle" "Pumpkin" ...) until the following happens:

**1**

## CORN SOY HOGS CATTLE PUMPKIN

### INSTRUCTIONS

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**Flinching:**

If any player slaps, or even starts to but, jerks it back ("Flinches"), they forfeit the round and pick up all the cards in the center.



**Pace:**

You have to keep a steady fast rhythm to the game. If you break it by forgetting what you're supposed to be saying or by not noticing it's your turn, you have to forfeit the round and pick up the cards.

**No Peeking:**

All players must put cards down into the pile by flipping them over facing outward. If a player clearly looks at their card before placing it into the pile, they forfeit the round and pick up the cards.

**3**

## CORN SOY HOGS CATTLE PUMPKIN

### INSTRUCTIONS

#### Special Cards:

When a Special Card is placed, all players must complete the actions below IMMEDIATELY and THEN SLAP the pile. If a player does the wrong action or are the last to slap the pile, they must pick up the cards.

**Chicken:** "Dance" Like this chicken and make the sound a chicken makes

**Horse:** "Jump and kick" and make the sound a horse makes

**Sheep:** "Strike a yoga pose" Like this sheep and make the sound a sheep makes



#### Winning the Game:

The game ends when a player with no remaining cards is the FIRST to correctly SLAP a match or special card!

4

## CORN SOY HOGS CATTLE PUMPKIN

### INSTRUCTIONS

#### Game Play Continued:

Play continues as outlined on Card 1, until the card just laid matches the word spoken by the player (eg, they put down a "Hog" while saying "Hogs").

At this point, all the players must SLAP their hands on top of the pile of cards in the center, and the LAST player to do so takes the entire pile, and puts them on the bottom of the pile in his/her hand. He/She then starts off the next round saying, "Corn," the next player, "Soy," the next player, "Hogs," etc...

If the card laid pictures the commodity holding a PRODUCT that comes from that commodity, all players must also - in addition to slapping the deck - name another PRODUCT that comes from that commodity (ie - "corn syrup" from Corn, or "bacon" from Hogs). The last to do so takes the center pile!

When a player has used all their cards, they continue to say "Corn, Soy, Hogs... etc" in turn, and STILL have to slap the pile when a match occurs.

2