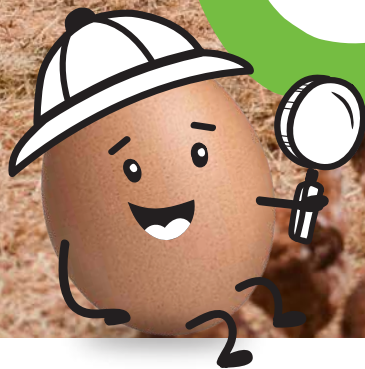


Year
7-10

Instructions

PIEFA Food and
Fibre Card Game
| Australian Eggs
Supply Chain



Australian Curriculum Content

Design and Technologies

- Analyse how people in design and technologies occupations consider ethical and sustainability factors to design and produce products, services and environments (AC9TDE8K01)
- Analyse how food and fibre are produced in managed environments and how these can become sustainable (AC9TDE8K04)
- Analyse needs or opportunities for designing, and investigate and select materials, components, tools, equipment and processes to create designed solutions (AC9TDE8P01)
- Generate, test, iterate and communicate design ideas, processes and solutions using technical terms and graphical representation techniques, including using digital tools (AC9TDE8P02)
- Analyse and make judgements on the ethical, secure and sustainable production and marketing of food and fibre enterprises (AC9TDE10K04)

Game Objectives

By participating in an engaging, hands-on card game, students will learn to sequence the supply chain of Australian eggs from farm to consumer. Additionally, they will gain an understanding of technologies, sustainable practices and careers involved in the supply chain.

The supply chain game cards can be printed from this document and can also be accessed in the following lesson:

- [Year 9-10, Lesson 1- Egg Production and the Supply Chain](#)

Resources And Equipment

CARD GAME - The Supply Chain Flowchart

Required

1. Approximately 2 - 4 players
2. Butchers paper and markers
3. PIEFA Food and Fibre Card Game | Australian Eggs Supply Chain Game Cards (printed, cut into individual cards and preferably laminated)
 -  16 Step game cards
 -  18 Arrow game cards
 -  8 Career game cards
 -  1 Technology game card
 -  1 Sustainability game card
 - 3 QR code cards

Total: 47 cards.

Note: Lessons and video content are available to support students in completing the PIEFA Food and Fibre Card Game | Australian Eggs Supply Chain Game. Visit the [All About Eggs](#) website and access the [Virtual Reality Farm Tours](#) or [Lesson One- Egg Production and the Supply Chain](#) (Year 9-10) for activities and content observing the steps throughout the supply chain.

Objective

To create a flowchart of the supply chain of eggs from farm to consumer in the correct order.

Gameplay

1. Players create a flowchart on butchers paper, showing the journey of eggs from farm to consumer.
2. Players include the name of the step or process in the supply chain and use arrows between each step to show the path of eggs from farm to consumer.
3. Players place all the steps and arrow cards face up and sort them into two piles.
 - Step game cards 
 - Arrow game cards (Remove and reserve the career, technology, and sustainability game cards).

4. Players collaborate and organise the cards into a supply chain by placing the step cards into their sequential order and arranging the arrow cards between each step to create a supply chain flowchart.
5. Players check answers with their teacher.

Extension 1 – Technology

1. Players take the technology card  from the reserved cards and place it adjacent to it the relevant step in the supply chain.
2. Research a technology used in any part of the supply chain to improve productivity, speed up a job, produce a higher quality product, etc.
3. Design additional technology cards using the templates and cut them out using the supplied card as a model. Include a description of the technology, a picture, and an explanation of how the technology is advantageous on each card template.
4. Using the completed flowchart, place the newly designed technology game cards adjacent (next) to the relevant step in the supply chain.

Extension 2 – Sustainability

1. Players take the sustainability card  from the reserved cards and place it adjacent to it the relevant step in the supply chain.
2. Research a sustainable focus used in any part of the supply chain.
3. Using the supplied card as a model, design additional sustainability cards using the templates and cut them out. Include a description of the sustainable approach, a picture, and an explanation of how the sustainability focus is advantageous on each card template.
4. Using the completed flowchart, place the newly designed sustainability game cards adjacent (next) to the relevant step in the supply chain.

Extension 3 – Careers

1. Players take the career cards  from the reserved cards. Using the completed flowchart, place the career cards adjacent (next) to the relevant step in the supply chain.