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5-6 | CARD GAME

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# MLA Paddock to Plate Card Game

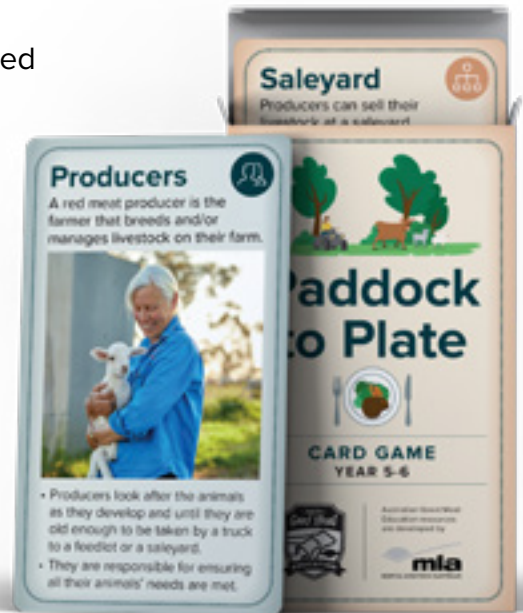
## AUSTRALIAN CURRICULUM CONTENT

Explain how and why food and fibre are produced in managed environments. (ACTDEK021, AC9TDE6K03)

Investigate needs or opportunities for designing, and the materials, components, tools, equipment and processes needed to create designed solutions. (ACTDEP024, AC9TDE6P01)

Locate, collect and organise information and data from primary and secondary sources in a range of formats. (ACHASSI096, AC9HS5S02, AC9HS6S02)

Investigate how scientific knowledge is used by individuals and communities to identify problems, consider responses and make decision. (ACSHE083, ACSHE100, AC9S5H02, AC9S6H02)








## GAME OBJECTIVES

By participating in a series of engaging, hands-on card games, students will learn to sequence the process of converting 'on-farm' food into a product, suitable for retail sale. Additionally, they will gain an understanding of the careers involved in the supply chain of red meat from paddock to plate.

## PACK CONTENTS

Total: 24 MLA paddock to plate game cards

 <b>7</b> step game cards	 <b>7</b> arrow game cards	 <b>5</b> career game cards	 <b>2</b> sustainability game cards <small>(1 sustainability template; 1 maintaining ground cover)</small>	 <b>3</b> QR code game cards
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## Resources and equipment

### GAME 1 – The paddock to plate flowchart

1. 2–3 players.
2. Butcher's paper and markers.
3. Computer/digital device access.
4. [Australian Beef Paddock to Plate Story | 360° video \(6.22\)](#).
5. [Australian Lamb Paddock to Plate Story | 360° video \(7.10\)](#).
6. MLA paddock-to-plate game cards (sustainability cards should be removed from the pack).
7. Extension: Computer/digital device access.

### GAME 2 – Time challenge

1. 2–3 players.
2. Completion of Game 1 - The paddock to plate flowchart.
3. MLA paddock to plate game cards (sustainability and QR code game cards should be removed from the pack).
4. Timer.

### GAME 3 – Classroom shuffle

1. 19 players (additional class members as facilitators).
2. Completion of Game 1 - The paddock to plate flowchart.
3. MLA paddock to plate game cards (sustainability and QR code game cards should be removed from the pack).



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## GAME 1 instructions

# The paddock to plate flowchart

### REQUIRED

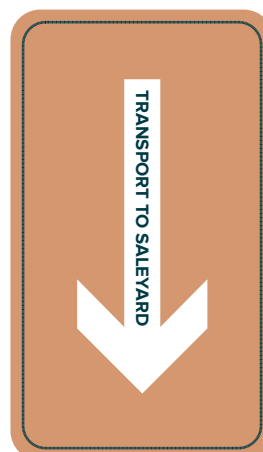
1. 2–3 players.
2. Butcher's paper and markers.
3. Computer/digital device access.
4. [Australian Beef Paddock to Plate Story | 360° video \(6.22\)](#).
5. [Australian Lamb Paddock to Plate Story | 360° video \(7.10\)](#).
6. MLA paddock-to-plate game cards (sustainability cards should be removed from the pack).
7. Extension: Computer/digital device access.

### OBJECTIVE

To create a flowchart of the paddock to plate supply chain in the correct order.

### GAME PLAY

1. Players watch one, or both Paddock to Plate Story 360° video clips. *(These clips can be accessed using the QR codes from the card pack or the links in Resources and Equipment).*
2. During the clip, players draw a flowchart on butcher's paper, showing the journey of red meat from the farm (paddock) to the plate (consumer).
3. Players include the name of the step in the supply chain and use arrows between each step to show the path of the product.
4. Players should also record the name of any careers they observe throughout the footage in the correct position on their flowchart.
5. Players place all the MLA paddock to plate game cards *(sustainability and QR code game cards should be removed from the pack)* face up and sort them into three piles, step cards, arrow cards and career cards:





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### GAME 1 instructions *continued*

#### GAME PLAY

6. Players collaborate and organise the cards into a supply chain by placing the step game cards into their sequential order and arranging the arrow game cards in between each step to create a flowchart.
7. Players then place the career game cards adjacent to the step they are associated with to finalise their flowcharts.
8. Players check answers with their teacher.

#### EXTENSION

Using a computer/digital device, access the template [MLA paddock to plate sustainability sample game card](#). Alternatively, templates can be printed and hard copies provided to students. Players research a sustainable practice that is used in any part of the paddock to plate supply chain and design their own sustainability card by filling in the provided areas of the template. Ideas can be found by accessing Lesson 3 - *Safety, sustainability and technology*. Players can use the *Maintaining ground cover* game card as a model for their design. They should include: the sustainability focus; a description of the focus; a picture of the sustainable practice; and a consideration/point about why the sustainable practice is advantageous. The cards should be then printed and placed in the correct location on their teams flowchart.

The image shows a template for a sustainability game card. It features the Australian Good Meat Education logo and the MLA Meat & Livestock Australia logo at the top. The title '5-6 | CARD GAME' is in the top right corner. Below the logos, the text reads 'MLA Paddock to Plate Card Game - sustainability sample game card template' and 'PLEASE NOTE: This activity requires single-sided printing'. The card template is divided into six sections, arranged in two rows of three. Each section contains a 'Name of sustainability focus:' field with a leaf icon, a 'Description:' field, a 'Picture or drawing:' field, and a 'Why the sustainability focus is needed:' field.



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## GAME 2 instructions

### Time challenge

#### REQUIRED

1. 2 - 3 players.
2. Completion of Game 1 - The paddock to plate flowchart.
3. MLA paddock to plate game cards (*sustainability and QR code game cards should be removed from the pack*).
4. Timer.

#### OBJECTIVE

To create a flowchart of the paddock to plate supply chain in the correct order - in the fastest time.

#### GAME PLAY

1. Players complete Game 1 - The paddock to plate flowchart to practise ordering the supply chain of red meat.
2. Teams place the cards into a single deck and shuffle them (*sustainability and QR code game cards should be removed from the pack*).
3. Teachers set a timer and start the game.
4. Teams race to recreate the flowchart, arranging all of the cards into the correct order in the fastest possible time.
5. The winner is the team that completes the task correctly in the shortest time.



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## GAME 3 instructions

# Classroom shuffle

### REQUIRED

1. 19 players and facilitators (additional class members).
2. Completion of Game 1 - The paddock to plate flowchart.
3. MLA paddock to plate game cards (*sustainability and QR code game cards should be removed from the pack*).

### OBJECTIVE

To challenge players to create a 'human/card' paddock to plate supply chain for red meat production.

### GAME PLAY

1. Players complete Game 1 - The paddock to plate flowchart, practising ordering the supply chain sequence.
2. Teachers hand out either a step, arrow or career card to different players, until all 19 cards have been distributed. Additional players in the class assume the role of facilitators and assist in organising players holding game cards into the correct positions.
3. Players should collaborate and organise themselves into the supply chain for red meat, starting with the player holding the 'farm' game card at the start of the line and ending with the player holding the 'consumer' game card at the end of the chain. Players with arrow game cards position themselves in between players holding step game cards. Players with career game cards should move to stand adjacent to the step in the supply chain that they are associated with.
4. Players read their cards to the class in order from farm (paddock) to consumer (plate) to confirm if their supply chain is correct.