

# Muinín Catalyst STEAM Education for Sustainable Development and Futures Literacy

## SDG2 The Future Of Food



### Programme Phase 2: Experimentation and Exploration

#### Micro-Module 5 The Food We Eat

Subject Areas: Art and Design, Agricultural Science, CPSE, Home Economics, SPHE



# SDG2 The Future of Food

## Micro-Module 5: The Food We Eat



### Micro-Module (MM) 5: The Food We Eat

### Experimentation and Exploration

**Subjects: Art and Design,  
Agricultural Science, CPSE,  
Home Economics, SPHE**

#### **Micro-module Summary: The Food We Eat**

This micro-module The Food We Eat aims to draw attention to our food choices, food production, food trends and how these can impact our environment, economy, and ecology.

The micro-module initiates by highlighting the challenges in understanding the origins and journey of our food, encouraging learners to delve into investigating their favourite foods. Learners are then introduced to the intricacies of food production and its environmental impacts, fostering an understanding of agriculture and its effects on our planet. Subsequently, learners examine the health implications of various food products and production methods, equipping them with research skills and decision-making capabilities. Learners creatively translate acquired knowledge into engaging narratives through storyboarding techniques. The module then shifts towards future-oriented exploration, encompassing current food trends, trend adoption, challenges in food production, future food predictions, and effective communication of research findings through mood boards and research posters. Lastly, learners are to articulate their insights through playbacks, facilitating real-time feedback and fostering a holistic understanding of the subject matter.

#### **In this lesson, the learner will:**

- Understand the basics of food production
- Understand the link between food and culture
- Understand local and global food patterns and trends
- Develop skills in research
- Develop skills in design thinking
- Learn storytelling methods
- Develop communication and presentation skills
- Conduct ongoing research using a range of techniques
- Practice critical thinking
- Use creativity and design to communicate research

#### **Materials**

- Lesson plans
- Worksheets



**12** RESPONSIBLE  
CONSUMPTION  
AND PRODUCTION



**13** CLIMATE  
ACTION



**15** LIFE  
ON LAND



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## SDG2 The Food We Eat

### Lesson 1: Understanding Food

One of the biggest challenges we face when it comes to food is understanding where it came from and how it got to us. When we start to learn more about the food we eat, we start to understand much more than what it tastes like. Learners will be tasked with investigating their favourite food.

Resources: Worksheet: My Food Profile

### Lesson 2: How Do We Produce Food?

In this lesson, learners will begin to understand the different systems and elements of agriculture and primary food production. This lesson includes key terms and words associated with food systems to help the learners to develop vocabulary that will aid them as they continue to explore the topic of food.

Resources: Worksheet: Glossary, Worksheet: How Do We Produce Food?

### Lesson 3: Food and the Environment

In this lesson, learners will investigate the environmental impacts of global food production. They will begin to understand what is required to create the food that we eat every day, and what it means for the planet and its natural resources.

Resources: Worksheet: Food and the Environment

### Lesson 4: Food Production and Our Health

In this lesson, learners will investigate the health implications of different types of food products and production methods. Learners will also learn research methods, e.g., picture sorting research, validating assumptions. Through activities, learners will practice making decisions as a group.

Resources: Worksheet: Sort Your Groceries, Worksheet: Grocery Sticker Sheet

### Lesson 5: A Story About Food 1

Stories help us connect with others and understand topics in new ways. This lesson is about turning the information gathered and learned about food production, the environment, and health into an engaging narrative. Learners will use storyboarding techniques to achieve this — an important method used in design thinking, film making, and project planning.

Resources: Worksheet: Write a Story

### Lesson 6: A Story About Food 2

Stories help us connect with others and understand topics in new ways. This lesson is a

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continuation from the previous lesson and is about turning the information gathered and learned about food production, the environment, and health into an engaging narrative. Learners will use storyboarding techniques to achieve this — an important method used in design thinking, film making, and project planning.

Resources: Worksheet: Create a Storyboard

## Lesson 7: What's Trending?

Learners will begin to explore the future of food in this lesson by investigating current food trends. Trends help us understand how behaviors are changing, what people want, and what the future might look like.

Resources: Worksheet: What's Trending

## Lesson 8: Trend Adopters

This lesson is about understanding why different people might adopt different food trends. When we learn about people and their needs and wants, we begin to develop empathy. Empathy is the ability to understand how others feel and what their concerns and motivations are. Having empathy for others helps us to make sense of patterns and decisions.

Resources: Worksheet: Adopter Profiles, Worksheet: Empathy Map

## Lesson 9: Framing the Challenge

Learners will frame some of the key challenges of food production and trends in this lesson. They will discuss and document the problems in agriculture and the challenges faced by new trend adopters so that they can begin to think of potential solutions and future scenarios in the follow up Future of Food module.

Resources: Worksheet: Needs and Problems, Worksheet: Reframing

## Lesson 10: What's the Future of Food?

This lesson will give learners the opportunity to hear from subject matter experts about future food predictions and new solutions that could help combat some of the key problems facing food today.

Resources: Worksheet: What's the Future of Food?

## Lesson 11: Play it Back - Part 1

In this lesson, learners will Craft their Playback in preparation for lesson 12. They will develop and understanding of the play back technique, which uses storytelling to communicate research and ideas.

Resources: Worksheet: Play it Back

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## Lesson 12: Play it Back - Part 2

In this lesson, learners will playback their key learning outcomes from this module. They will use storytelling to communicate their research into food production and food trends and will have the opportunity to get feedback from their teacher and peers.

Resources: Worksheet: Play it Back

## Lesson 13: Create a Mood Board and Research Poster

In this lesson, learners will create a mood board to visually showcase the different food production concepts and trend topics that they are inspired by. Learners will be tasked with organising their research findings and insights into a poster to visually communicate and summarise what they have learned about food so far in this module.

Resources: Worksheet: Create a Mood Board, Worksheet: Build a Research Poster

**Module development and expertise: Lara Hanlon, Portion Collaborative, Founder**

### Using the Resources:

If you wish to use these resources, we can offer an induction and online support throughout the module to help you plan integration into your projects and timetable. To register for this option, please contact us e:hello@futurefocus21c.com

For more information on the resources please visit [www.muinincatalyst.com](http://www.muinincatalyst.com)

### Setting up an online learning environment for the lessons on this module:

Our lessons integrate the use of virtual learning environments. To ensure seamless use of our lessons, a module should be set up on your school's virtual learning environment such as Teams, Google Classroom, etc. Learners are encouraged to upload documents to share with their peers.

You can also use Google Sites or Microsoft Sway to encourage learners to present their work over the year - this can easily be set up to reflect the aims of TY and provide a showcase for their work as well as an assessment tool.

### Setting up a Canva Education account.

If your virtual learning environment does not support document sharing, we recommend OneDrive or Google Drive. As our lessons integrate design, our lessons also refer to Canva. Educators and schools are able to open a free [Canva for Education](https://www.canva.com/education/) account by registering. Canva for Education provides primary and secondary school teachers and students with premium features and templates. You can then also set up lessons and invite your learners to the class.

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