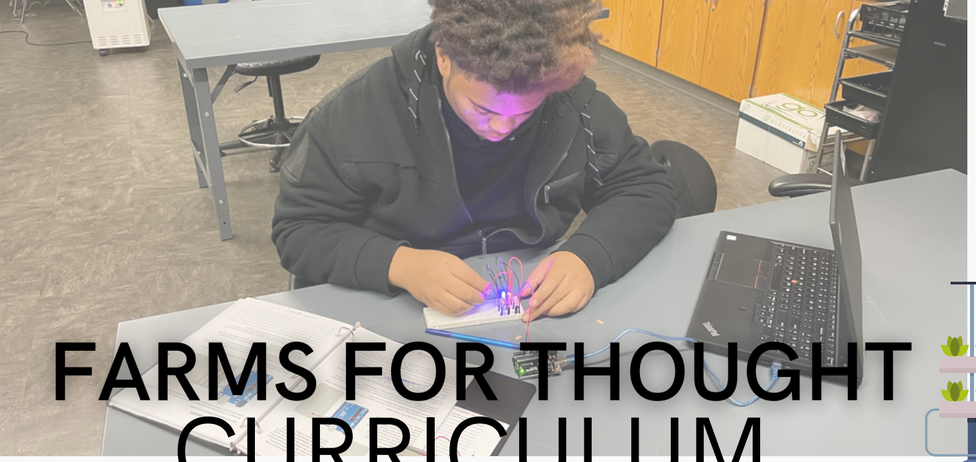
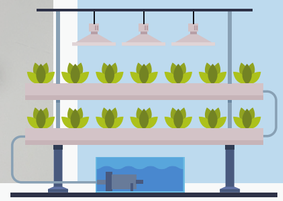


FARMS FOR THOUGHT CURRICULUM

The Farms for Thought curriculum prepares students for the growing agri-tech market, teaching many different urban growing methods and the essentials of C and C++. Students walk away with a contextual understanding of food systems and inequalities learning how they can apply their skills for social benefit. In addition to hard skills, students gain soft skills such as communication and critical thinking through entrepreneurship minded aspects of the course. Overall, our curriculum empowers students to become change agents equipped to apply their skills to solving larger problems.



MODULE ONE: CONSCIOUS FOOD SYSTEMS

Students learn about how food is distributed as well as how inequities in our systems can lead to food deserts. Critical thinking and problem-solving skills are practiced as students pose possible solutions.

MODULE TWO: COMPUTER PROGRAMING BASICS

Students learn about the hardware in computers as well as the concept of representation in computer science.

MODULE THREE: C and C++

Students learn the basic principles of C and C++. They practice their skills through short, interactive coding problem set and print "Hello, World."

MODULE FOUR: CIRCUITS AND BREADBOARDING

Students are introduced to hardware and circuitry. Through interactive labs they use lights to understand parallel and series circuits.

MODULE FIVE: INTRODUCTION TO EVENT BASED PROGRAMMING

Students are introduced to the concept of event based programming and practice their knowledge by assembling a deconstructed version of hydroponic mechanisms.

MODULE SIX: EXPERIMENTAL CODING

Students develop their research and inference skills by working with libraries to create small programs that they design conceptually, then implement.

MODULE SEVEN: PRACTICAL HYDROPONIC APPLICATIONS

Students are formally introduced to how computer science and agriculture intersect through experiments and labs.

MODULE EIGHT: CONSTRUCTION

Students work together to build the vertical farm kit provided with the curriculum.

MODULE NINE: EXPERIMENTING WITH GROWTH METHODS

Students experiment with different growing mediums and plants. They practice their research and inquiry skills by designing experiments and planning distribution.

The Food for Thought Foundation, Inc.