



LOCAL IMPACT **KIT**

Open an AgLab



WHAT IS IT?

A laboratory is a place where experiments and measurements are performed. And where do you find a lab to do these activities in?



Well, look no further than your own neighborhood. This can be done by a fireside in your livingroom, around a dinner table, at a community town hall, in a yoga studio, or church, in a coffee shop, corner pub, at a local farm, university or in a school. The goal here is to create a fun, convenient space to raise awareness about the local agriculture challenges and opportunities to your friends, neighbors and coworkers, and engage them in the idea of growing food closer to home using SMART farming designs as a way to achieve **SDG #2 ZERO HUNGER.**

> *We can also come and run a SMART Workshop for YOU!*

2 ZERO HUNGER		 
		 
		 



WHAT DOES IT TAKE?

We already do this lab work daily, on and offline, so we have a tried and true formula for making impact happen. A great master once said, "showing up is the commitment." All you have to do is show up, follow our lead and let your enthusiasm, talent, passion and activism shine through.

Being a community leader comes with a lot of perks and also pitfalls, so we want to be there with you every step of the way as you set up a place to design agriculture solutions with your local community. During this process, you will have all the support you need from our SkyFarms team, AgSphere specialists and experts, and over 140 volunteers.

Once you have completed the following steps please send your plan to info@skyfarms.io, and we will put you on the map as our newest AgLab addition.

Ready. Set. Grow.



STEP ONE

Details, and Preparation



LOCATION : TBD
DATE : TBD
DURATION : TBD

DIALOG:
See SkyFarms for Talking Points
TOPICS:
SDGs, Sustainable Design, Smart Cities, Digital
Agriculture, Zero Hunger,

STAKEHOLDERS TO INVITE

basically all the people who interact with on a daily basis:

You can announce this on social media, put up flyers, list it on meetup.com, ask community leaders, like teachers, pastors, to announce it to their groups, etc. Candidates include: Farmers, friends, family, coworkers, teachers, real-estate agents, policy makers, restaurant owners, grocery stores, business owners, bankers, athletes, doctors, activists, chefs, foodies, vegans, plant-based diet, environmentalists, lawyers, gardeners.

Incentives to offer : A few suggestions, but feel free to come up with your own unique offering. We suggest fruits, flowers, seeds, something to leave with to grow on.

Goal : To start your own farming project, find local empty space holders and hosts, recruit local volunteers, find agripreneurs, attach sponsors, collect future consumers who would support that food supply chain, i.e. buy your harvest.



STEP TWO

Schedule & Structure of the AgLab



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INTRODUCTIONS:
Suggested Energizers

BIOMIMICRY DANCE

Participants gather in a circle, one person (observer) is asked to leave a room, not to hear or see what is happening. Then the circle without an observer chooses a leader who will be showing dance moves and all the others will have to mimic his/her moves. After leader starts showing moves and circle repeats after him/her, the observer is invited in by a facilitator and tries to guess who is the leader. After he guesses right, a new observer and consequently new leader is being chosen.



Recommended time of activity:
5-10minutes]

SILENT COMMUNICATION

Participants have to put themselves in order of some factors without talking. After they are done, facilitators quickly checks if the order is correct. Suggested factors: date of birth, month of birth, amount of years of experience in agriculture/sustainability.



Recommended time of activity:
2 minutes per a factor, 10 minutes in total]



GETTING TO KNOW EACH OTHER BETTER WITH A HELP OF MNEMONICS

Each participant has to choose a thing he is passionate about (starting with a first letter of his/her name) and a movement connected to this thing. Then it is being presented clockwise while participants stand in a circle.

It can work like this:

“ I am M ichael and I am passionate about M usic (while saying “Music” waves his hand as if he would be playing a guitar)”

Then participants throw a ball to each other, which symbolises a question of “who are you?”.

Whoever catches the ball, has to say his name, his thing and show the movement. If there is a mnemonic devices/mentalist passionate in the room, facilitator can ask for a volunteer to try naming all of the participants and their things and movements.



OPENING STATEMENTS:

Talk about the importance of stakeholders, what happens when people come together for a purpose, thank them for “showing up”, which is the most important part. Remind them that this is a safe, comfortable place to discuss things openly, to find answers together, and most importantly to connect and enjoy.

- 1.** Community of Practice: You you can talk and write down on large poster board everyone’s hopes, fears, desires, expectations for the meeting, and rules of engagement (how you will deal with conflict resolution within the group should it come up).
- 2.** Communication Fundamentals:
 - a.** Transformational Thinking
 - b.** Deep Listening
 - c.** Creative Speaking
 - d.** Conflict Resolution

Suggested Activities:

- 1.** DIY night : build or craft something together around agriculture, such as a sprouting intentions jar
- 2.** Farm-to-Fork Dinner: Host a potluck, share cultural/family recipes, everything comes directly from local (made within a 160km radius)
- 3.** Demonstration of AgTech : we can help you get a hold of some demos, systems and materials to use in a presentation, such as a vertical hydroponic tower.
- 4.** Design-A-Farm : Using legos, painting, drawing, break into groups and give them a mini-challenge (budget, guidelines, criteria) - vote on the best one.
- 5.** Women in Agriculture:
https://newfarmers.usda.gov/sites/default/files/usda_women_in_ag_roundtable_toolkit.pdf

- 6.** Bingo/Scavenger Hunt/Game Night (anchored in agriculture) : Winner gets a gift-certificate to local farm.
- 7.** Show Love for Farmers : Invite local Farmers to speak about their work, and who they are, award them with something special.
- 8.** Speed Dating : Questions centered around agriculture
- 9.** Sustainable Circle : Draw a circle where everyone has to come up with ideas about what it means, what it takes to have the capacity to endure, and manage local resources like food and share their specific vision, and leave with a collective definition.
- 10.** Planting Party : Set up a small garden, or pots and get everyone’s hands dirty planting flowers, bulbs, trees, etc.
- 11.** Volunteer Party : Come together to harvest something, help a farmer with work, or clean/clear something in the community, rally around someone in need.
- 12.** Tour of local farms : Map out local farms, contact them and ask if they would give a complimentary tour of their facility, this can be really fun for kids and the whole family. Or take out your date (Can we partner with Tindr? -Airbnb?=-)
- 13.** Growing Is... Conversational Chalkboard Mural, great art project and will help you attract more attention to your AgLab activities.
- 14.** Google Other Fun Activities



STEP THREE

Call To Action



LET'S GO

- Group discussion about activities. Q&A
- Call to action, and follow-up/regular meetings
- Create an email, contact list

- Possible Sponsors, Partners
- Suggest a small donation for putting the event together



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SKYFARMS TALKING POINTS

- SDGS
- SUSTAINABLE DESIGN
- SMART CITY
- ZERO HUNGER
- DIGITAL AG



ADDITIONAL RESOURCES:

SUGGESTED NON-TRADITIONAL, INFORMAL EDUCATIONAL GAMES:

5W1H: Matching the Who, What, Where, Why, When, How to the right person. Getting to know you game.

CUPS GAME:

Rhythm, coordination game that gets everyone to work together and laugh, good ice breaker. When they lose, look inside the cup to talk about topic.

BRANDED:

Create our team brand to represent us as a whole. What our color, sound, shape, what kind of building, movie, mood is it. This builds a sense of identity, and belonging, tribe.

CAMPFIRE STORY:

Pic a topic and have 1 minute to improvise a story to tell to the group. This helps people access their creative thinking, presentation and reactionary skills.

YOGA/BREATHING/MEDITATION/CREATIVE MOVEMENT:

Helps relax the body, focus the mind, become more self-aware and tuned into the present.



WHERE TO GROW:

This is a game for personal growth, goal setting and reviewing competence. This helps the person see where they are feeling strong and where they want to improve.

ROLEPLAY:

We are given a scenario, a story that we are in, and as a group have to decide how to solve the problem together.

DRESS UP:

Become character for the night, commit to it.

CUP, KEY, LAKE, CAVE: A psychological test to determine how people see you, how you see yourself. This helps foster a sense of self-awareness in a fun way.

AVATAR:

This game is similar to halloween, where you get to pick a character and interact with other characters, then the challenge of staying in that character to respond to the surrounding stimuli during the lesson. Can make the learning go by quick and bring about improvisational skills.

SPIRIT ANIMAL:

This game works off of intuition, the participants pick a card with an animal on it, and they have to describe all the qualities they think this card represents. Then the actual meaning is read aloud and is the representation or nickname of the person.



LOVE LANGUAGES:

The participants complete a short test and evaluate the way they best give and receive love. This activity helps everyone in the group recognise the best ways to interact with each other in five different levels of relating languages that include, acts of service, touch, words of affirmation, gifting and quality time.

MULTIPURPOSING:

Each team gets an object and has to come up with the most ways to use the object. The team who gets the most wins. This stirs up abstract ideas, innovative approach and gets group to solve a problem together exercising skills of resourcefulness.

BLIND TRUST:

Break up into teams to guide a blindfolded partner through course

ALL FOR ONE, ONE FOR ALL:

Different objects under seat, have to find a way to put them together in a way that creates meaning or solves a problem. self-organization

BAREFOOT BLISS: A meditation/visualisation

CREATING A LIVING NATURAL ALTAR:

Everyone finds something in nature, a flower, twig, stone, leaf, that is meaningful for them and brings it back to put into the center and talk about it together. Reflective piece.





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