



**BeanMeals**  
Thinking beyond the can



Beans:  
to the fork  
from the farm





## KS 2 curriculum links

**Science:** understand plant life cycles

**Geography:** understand land use, climate zones and international trade

**Design and technology:** understand a healthy and varied diet, prepare a variety of savoury dishes, know where and how ingredients are produced and processed

## Time

60 minutes

## You will need

### Option 1: individual tables

- 1 printed Beantopia board per 3-6 students
- 1 pack of printed Beantopia quiz cards per board
- 1 counter per player (different colours) and 1 dice per board

### Option 2: whole class activity

- Open the pdf Beantopia board in a whiteboard software (e.g. Microsoft Whiteboard or Miro) or make a screenshot and paste it into PowerPoint. Add up to 6 shapes on top of it to use as draggable counters (one per team of 3-6 students)
- 1 pack of Beantopia quiz cards, either printed on A4 paper (to be visible to the class) or in a separate window on the whiteboard
- 1 dice (preferably a large one, or an online one on the whiteboard)

## Lesson

Today we will play a game called Beantopia to learn about how beans get made into tasty meals. To win the game, you'll need some bean knowledge.

Watch this video from the BBC and University of Oxford:



For older children, encourage them to make notes as they watch.

**Option 1:** Organise the class to have 3-6 students around each table and get each student to pick a counter.

**Option 2:** Organise the class into teams of 3-6. Each team gets a different colour counter on the virtual board.



The winner is the first person to get to the end. As you go along the board there will be bean symbols. If you land on a bean, get someone to pick up a quiz card and ask you the question. If you're right, move forward an extra space. If there are two beans on the space, move forward two spaces!

**Hint:** the answers to lots of the questions are on the board!

Once someone reaches the end, you can either start a new game or team up with someone who is still playing.

**Wrap-up:** ask the class what they have learned.