



SOUTH DAKOTA
STATE UNIVERSITY

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Using *Pedigree: The Animal Breeding Boardgame* to Teach Recordkeeping Skills

INTRODUCTION

- Supervised Agricultural Experiences (SAE) are part of school based agricultural education programs.
- Preservice teachers at South Dakota State University receive training in help students keep and maintain records related to their SAE projects.
- Historically, this was done via a premade data set, but alumni reported struggling with entrepreneurial record keeping.
- To better prepare student teachers, the data source for the assignment was changed from a static dataset to collecting realistic entrepreneurial data generated from playing *Pedigree: The Animal Breeding Boardgame*.

Future Plans & Advice

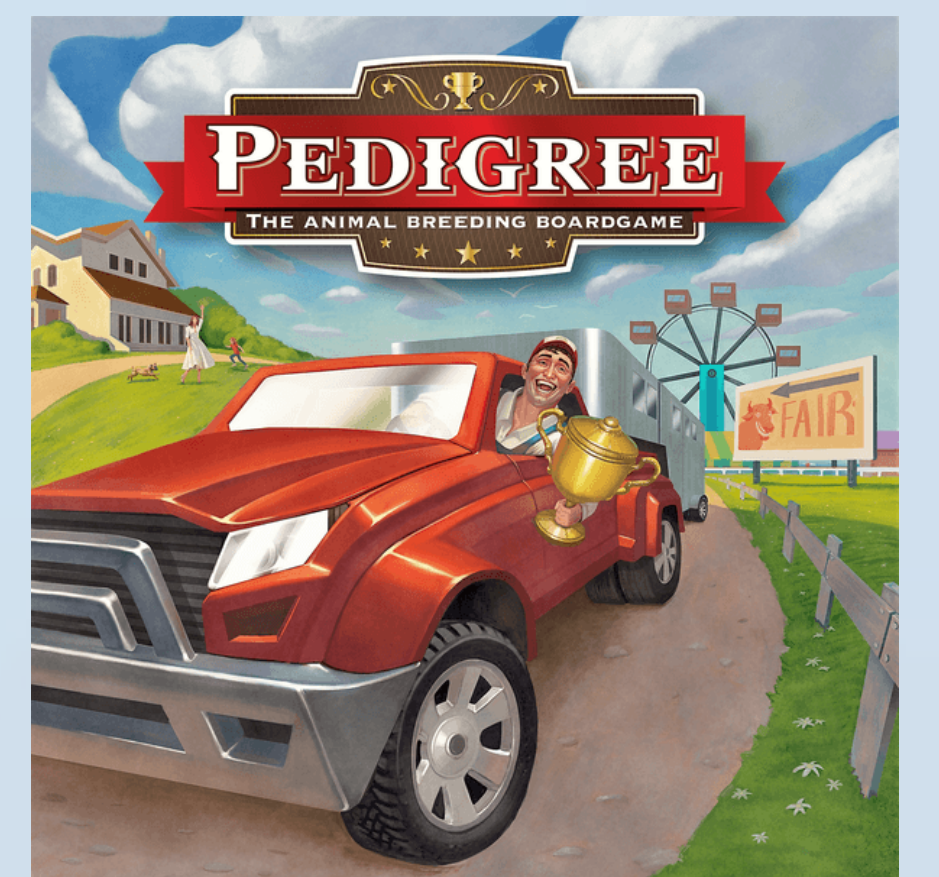
- *Pedigree* will continue to be used in class.
- Due to the requirements of having to play the game and collect data prior to data entry, students were given additional time to complete the assignment.
- While not extremely complex, each year has multiple steps which can cause students to struggle with game directions and set-up.
- Including links to “How to Play *Pedigree*” tutorial videos in course materials and hosting “*Pedigree* game night” for students to learn how to play the game would help eliminate confusion.
- Encourage students to play at least one game prior to data collection.

How it Works

- Students are given a practice account on the Agricultural Experience Tracker (AET).
- They complete several practice problems to build confidence and skills prior to the start of the assignment.
- Once the practice sets are completed, students are given their own copy of *Pedigree* to play while also tracking entrepreneurial decisions on a worksheet.
- *Pedigree* allows students to start a livestock breeding operation and run it for five years.
- While playing the game, students track their associated income and costs related to developing a herd or flock.
- The data collection worksheet is structured to help students identify what information should be recorded, where to enter it into AET, and build their entrepreneurial vocabulary.
- Upon completion of the game, all the record data is entered into AET and the student turn in specific reports for assessment.

Results & Implications

- Despite noting the assignment was challenging, the students stated they enjoyed the game.
- When compared to a premade dataset, they felt collecting the data was more realistic and better prepared them for supporting their future students.
- The record reports were of higher quality than previous years.
- Each student’s data is unique to them, but there is enough similarity among the class to determine if information is missing or entered incorrectly.
- Beyond the assignment, students continued to engage with the game personally and professionally.
- Students reported playing it with family and friends, and at their student teaching placement.
- Several reported their cooperating teachers wanting to purchase *Pedigree* for their classroom.



Cost & Resources Needed

- Cost will vary based on the number of games purchased. Boardgames can be purchased direct from the online retailer for \$65.
- To control cost, programs could purchase several copies to create a game library for students to use.
- Teacher education programs can request a free chapter account from AET.