Ideas shared by farmers for farmers	Difficulty level
Meet the farmer - a friendly conversation with the hosts	
Meet the animals	
See the crops	
Tools and machinery display. Optional: Guess the purpose and how it's used.	
"Cow chip" or other farm animal BINGO with nutrient management factoid signs	
Guess how many seeds in the jar, guess the plant from the seed	
Guest speaker on a selected topic	
Machinery and or tool demonstration	
Yard/lawn games. Examples: corn hole, horseshoes, washers, "giant-size" tic tac toe, giant 4- n-a-row, etc.	
'Play as you tour" handouts. Examples: Eye spy, scavenger hunt, riddles, mad-libs, etc.	_
Hospitality spot. Examples: Welcome sign, guest book (large chalkboard, digital, instant photo), selfie station, souvenirs/giveaways, business cards, brochures, etc.	
Local fundraiser, door prizes, raffles. Optional: pop-up tent space.	
Farm animal face-painting	
Product sampling and taste test	
Select and tag your pumpkin, tree, etc. for a future visit	
Farmer-led tour	
Self-guided tour with wayfinding and description sign posts. Optional: QR codes for audio narration (increases level of difficulty).	
Workshop: Caring for your own garden. Farmer tips.	
Workshop: How to use farm products (selection, recipes, crafts, etc.)	
Photo booth - Farmer for a day	
Plant a seed or seedling	
Art area. Examples: Farm scene coloring, plein air artist, farm-foodware pottery pop-up, family portrait backdrop, etc.	
How it's made demo: Real-time. Examples: farm products, packaging, planting, harvesting,etc.	
Tractor or horse-drawn wagon rides with proper towage and seating	
Barnyard Olympics or Relays. Examples: hay toss or roll, wheelbarrow race, tire flip, latch the gates, match or find the tool, etc.	
Educational dioramas. Examples: farm systems, plants at different maturity stages, etc.	
How it's made demo: Pre-made video clips or picture board. Examples: farm products, packaging, planting, harvesting, etc.	
Norkshop: Maker for a day, DIY farm product to take home	
*Ease of implementation considers estimated resources (time, expenses, planning, event-specific infrastructure, etc.). Individual farm experiences will vary due to the frequency and familiarity of hosting	