

Top Crop



The goal of [Top Crop](#) is to introduce students

to the complex problems surrounding growing food for an increasing population while ensuring that sustainable practices are used to protect the environment.

During this ten-round experience, students will make choices that will impact how successful their farm will be. Players need to strike a balance between deploying new technologies to maximize their crop yields while keeping long-term sustainability goals in mind. When purchasing the technologies to use on the farm, students should be sure to read the descriptions. Some technologies are automatically applied to the field, while some require students to take particular actions to receive the benefit from the technology.

<https://www.nationalgeographic.org/game/top-crop/>