

Modified from Plant Needs Lesson from School Garden Project.

Plant Needs Game: Version 1 requires at least 6 students

Preparation:

- Print and Cut out the plant need cards provided as part of School Garden Project - Plant Needs Lesson. – create at least 10 small cards
- Print and Cut out the plant part cards to provide some students with root cards and others with leaf cards.

Divide the group into two. Each group will have one person to be the seed and 2-3 people to be the leaves and 2-3 to be roots. Review the plant needs and the parts of the plant that provide those needs. The plant needs space, sun, water, air and nutrients in soil to create its own food through photosynthesis. Each team will have the leaves and roots running (one at a time) to the resource area (containing sun, water, air, space and soil cards) and bringing back the correct card – depending on their plant part. Leaves bring back sun, space and air; Roots bring back water, space and soil. The plant checks it and can grow to the next stage if it gets the correct items from the correct plant part. Help the seed identify the correct resources and the correct stages of growth.

Although it is essentially a relay race, do not describe it that way. Instead explain that it is not a race and it is most important that the different plant parts bring back the correct resource. Have students slow down enough to analyze the cards each time someone returns and identify the next plant stage.

Plant Needs Game: Version 2 requires at least 10 students

Preparation:

- Print and Cut out the plant need cards provided as part of School Garden Project - Plant Needs Lesson. – create at least 10 small cards

Action:

1. Hand each student a card, making sure that there are two SEED cards handed out and at least one of each other need. No one should show one another their card.
2. The plant needs students should spread out and the seed students need to go to one student at a time and ask them if they have WATER, SUN, SOIL, AIR, SPACE. Students should ask for one thing at a time and then move on to the next student.
3. If the student has what the seed asked for then they link arms and go on to find the remaining plant needs.
4. The group who gets to six, SEED and all 5 plant needs, wins.
5. Introduce more seeds for more complexity. This could also be played with entire class at once.

Have FUN!