

Modified from Plant Needs Lesson from School Garden Project.

Plant Needs Game: Version 1 requires at least 6 students (3/team)

Preparation:

- Print and Cut out the plant need cards (air, soil, space, water, sun) provided as part of School Garden Project - Plant Needs Lesson. – create at least 10 small cards. Scatter these in a location about 15 feet away from where the kids will sit.
- Print and Cut out the plant part cards to provide some students with root cards and others with leaf cards and two with seed cards.

Divide the group into two. Each group will have 1 person to be the seed and 1-2 people to be the leaves and 1-2 to be roots. Review the plant needs and the parts of the plant that provide those needs. The plant needs sun, water, air and nutrients in soil to create its own food through photosynthesis (Plants are the only living organisms that can make their own food! with energy from the sun, water and nutrients from the soil and air). Each team will have the leaves and roots traveling (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 (seed) 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 game, describe it to students as “not a race” so that they slow down enough to choose the correct cards and 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!