

## Plant Identification Game

**Materials:** A selection of leaves from different species of tree, a wooden board 10"x48", push pins

**Procedure: (Awaken Enthusiasm)** This is a great game for helping reinforce identification skills or information learned on a hike or discussed during a presentation. If you are going to play this after a hike, gather leaves from the trees or shrubs that you encounter. I often use this game after a presentation so gather my samples and set things up beforehand.

- 1) A good number is 6-8. Tack the leaves to the board.
- 2) Form two equal teams and have them line up opposite one another on opposite sides of the board - like they are going to play red-rover. They should be about 30' apart.
- 3) Have each group count off separately so that each player is assigned a number. Each team will have a number one, two, three and so on. The "ones" should be opposite each other and so on.
- 4) When everyone is ready, the leader will call out a species and a number. As soon as the "twos" hear their number called they race out and try to point to the correct specimen. They only get one guess. The student who guesses correctly first gets a point for their team.
- 5) To make things harder, rather than limit their guess to one, for every wrong guess they lose two points.

### Hints tips and tricks:

- I prefer to give clues rather than just the species. For example, I'll say, "This tree gives us sweet sweet syrup each spring... number two!" That way they reinforce facts and identification.
- Also, this game can be used for the identification of all species; plant and animal. For animals, I just laminated pictures that I pinned to the board.

