

Build A Plant Game with PLANT Bingo

Objective:

Students will play a game to familiarize themselves with the parts of a plant and the materials that most plants depend on to survive.

Background Information:

Students will learn about the basic parts of a plant, such as the stem, roots, leaves, flowers, etc. They will also learn that most plants need air, water, soil, and light to survive. The game is played in a similar fashion to Bingo, except that the student needs to build a plant and provide the plant everything it needs to grow in order to win (as compared to getting five in a row in Bingo). This lesson plan was adapted from an activity found in "Earth Child 2000".

If you have younger students, it is ideal to cut out the parts of the plant from construction paper and make the plant cards ahead of time as suggested in the preparation section; however, if you have older students, they often enjoy the chance to be creative by making their own plant cards and plant parts.

Materials for Each Player:

- 1 piece of construction paper of any color (this will be used to make a plant card)
- 1 light blue piece of construction paper
- 1 sun (cut from yellow paper)
- 2 raindrops (cut from blue paper)
- 1 set of roots (cut from scratch paper)
- 1 four-inch stem (cut from green construction paper)
- 2 leaves (cut from green construction paper)
- 1 flower (cut from red construction paper)
- 1 rain cloud (cut from blue construction paper)
- 1 piece of soil (cut from brown construction paper)

Materials for the Class:

Small pieces of scratch paper that have one of the following written on each piece of paper:

- P1, P2, P3, P4, P5
- L1 through L5
- A1 through A5
- N1 through N5
- T1 through T5
- 1 hat or bag to draw numbers out of
- Glue sticks
- Scissors (if student make their own pieces)

Preparation:

1. Cut the above materials for each player.
2. Cut and label the pieces of scratch paper under the “For the class” section under materials.
3. Create one plant card for each player. A plant card is made out of a piece of construction paper that has 6 rows and 5 columns. Spell out the word PLANT in the first row so that there is a P in the first box, an L in the second and so on (this row is referred to as the “header row”). Label every box in the first row under the header row with a 1. Label every box in the second row with a 2. Repeat for the 3rd through the 5th row.
4. Draw 2 raindrops, 1 leaf, 1 stem, 1 cloud, 1 root, 1 flower, 1 sun, and one pile of dirt in different boxes randomly around the board (exclude the header row). Make sure that every card has a different order of objects drawn in the boxes. I have included an example of a plant card below.

Procedure:

1. Inform students that they will be playing a game to learn more about the parts of a plant and what plants need to survive.
2. Ask students what plants need to survive? Soil, sun, air and water. Inform students that these must be represented in their “final” piece of paper (Plant bingo card) to win (except air).
3. Ask students “What are some common parts of a plant?” (stem, leaf, flower, roots, etc.)
4. Pass out plant cards to each player.
5. Give each player a piece of blue construction paper. Inform them that they will build a plant on this piece of paper. Tell the students that this game is played like “Bingo” although instead of getting five in a row on their board, their goal is to build a plant.
6. Show students that the top of their board spells “PLANT”. Show them that under the P the squares are labeled 1-5. Show that this is true for the “L”, “A”, “N”, and “T” as well.
7. Tell students that the teacher will draw a number out of the bag/hat. Draw one. Let’s say it is “N3”. Ask students to find this square on their board. Inform them that if they found a picture in that square, they get to add that picture (i.e. the construction paper piece) to their game board (the blue piece of construction paper).
8. Keep pulling numbers out of the hat.
9. The first person to build a plant wins. In other words, all the numbers of the boxes with pictures in them must be called. Keep in mind that players must include the sun, cloud, and two rain drops in the picture to win the game!

Source:

Sheehan, Kathryn and Mary Waidner. Earth Child 2000. Tulsa: Council Oak Books. 1998.

An example of a Plant Card

P	L	A	N	T
P1	L1	A1	N1 Draw picture of rain drop	T1
P2	L2 Draw picture Of leaf	A2 Draw picture of stem	N2	T2 Draw picture of rain drop
P3 Draw picture of cloud	L3	A3 Draw picture of Flower	N3 Roots	T3
P4	L4 Draw picture of sun	A4	N4	T4
P5	L5	A5	N5 Draw picture of soil	T5