



A 4-H Game for Learning Plants

by

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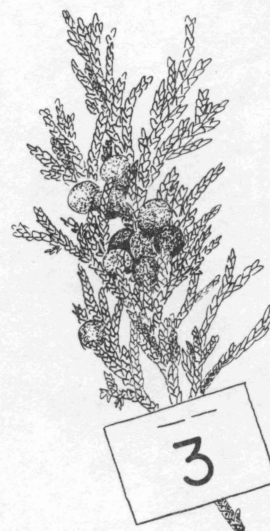
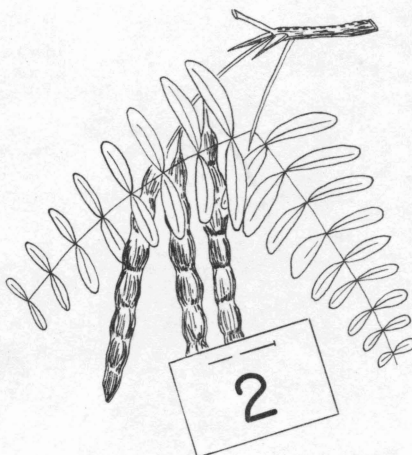
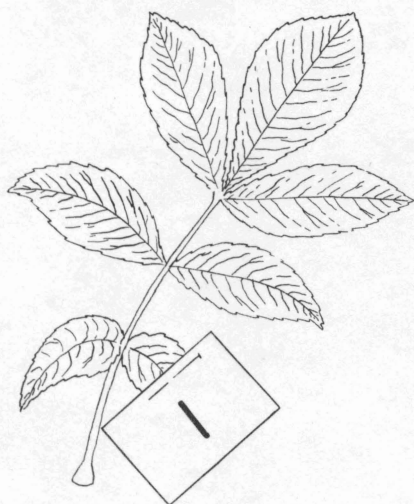
Any number can play

Play indoors or outdoors

Equipment needed: Pencils and paper for each player, 20 twigs of plants with a card pinned on each one. Number the cards one through twenty. Place the twigs on a long table or pass them about the room.

The object of this game is for each player to write the correct name of plant No. 1 opposite No. 1 on this sheet of paper. The name of Plant No. 2 is written opposite No. 2 on his paper, etc.

After a few minutes, players exchange papers. The leader takes up each twig and gives the correct name or names. Some plants have several common names and every plant has one botanical name. High score goes to the player with the largest number of correct common names. It is not wise to make this game tedious by insisting upon botanical names.



For outside games pin or tie numbered cards to shrubs and trees. Let each player try to guess the name of each numbered plant. Again, the high score goes to the person who gets the largest number correct.

This game may be played at camp as a part of nature study. If time is short or the group knows few plants, five or ten plants may be useful. This game may be played at each meeting without using the same plants every time. In winter use some twigs without leaves. At the end of the year have a big contest, using a great many plants. Giving prizes adds interest; especially for the big contest.

This same game can be played with leaves, flowers, bottles of seeds, individual seeds, bark, twigs and other plants or parts of plants.

