



Seed Feel Game

Ages: All

Materials needed: A selection of vegetable seeds: 4 types of seeds x 15 sets (if 30 person class), plant matching game set (15 copies if working in partners, 10 copies if working in groups of three). 15 blindfolds.

Learning Objectives: Tactile learning of various sizes and shapes of seed and how it relates to different life cycle stages of each plant. Ability to notice the similarities of seed characteristics within the same plant families.

Instructions: Students get into partners. One partner places seeds behind the other partner's back and the student has to feel the seed and guess which plant it comes from by looking at the photo cards. Photo cards show pictures of the plants, the flowers and the seeds and whichever the student was given would vary the difficulty of the game.

Modifications for grades 1-2: Bowls of seeds at central location and students line up in pairs to feel seeds with (optional) blindfolds.