Seed Adventure Plant Cards: Instructions and Correct Answers

These 35 pairs of plant cards consist of images of flowering plants in bloom and their seed stages.

The cards can be used to play several different games, the instructions for which can be found on the following cards.

Exercise 1: Combine the correct flower blooming image with the seed stage image of the same plant. You have a deck of cards with different flower cards and seed cards. Flower cards can be distinguished from seed cards by the fact that they show the species name, while seed cards do not. Place the cards on top of or next to each other.

Exercise 2: Sort the plants according to their seed dispersal method under the provided titles.

Exercise 3: Arrange the titles with the plants from the smallest dispersal distance to the largest and consider what advantages this method of dispersal has compared to other methods.

The correct answers to the exercises can be found at **www.evolutioninacton.fi**

PLANT BINGO

Using the blooming images from the deck and separate bingo boards, you can learn species identification in an engaging bingo format.

There are a total of 30 different bingo boards. (The boards can be found at www.evolutioninaction.fi)

Flower & Seed Memory Game

You can create a memory game from the cards by pairing the blooming images with the seed images of the same plant. Otherwise, the game follows the regular memory game rules.

For younger players, you can also print the blooming images in duplicate to make the game easier.

Plant mapping

Choose a large playing area outdoors. Each participant receives one blooming card and counts all the individuals of their species in the designated area. After each player has counted, you get an overview of the occurrence of the species in the area.

Tip: In addition to blooming images, you can also count individuals in the seed stage using the seed cards.

Flower Battle (with blooming images) 7+

Each participant receives one card and covers the name with their hand. Participants walk around the designated area, and when they meet, a "flower battle" occurs. The two players in the battle show their cards to each other simultaneously, and the one who says the name of the other plant first wins it for themselves.

The won plant is placed on top of their own deck. The losing player gets a new card from the game leader (or continues with the next card in their own deck).

The game ends when the game leader has no more new cards to give out. The winner is the one with the most species in their deck at the end of the game.

What Plant Am I? (with blooming images) 7+

Each player receives one blooming image, which is attached to them so that they cannot see it themselves. Players take turns asking "Do I have...?" or "Am I...?" questions, to which the other players answer YES or NO.

The winner is the one who guesses their species first.

Exercise 1: Correct pairings of blooming images and seed stages of flowering plants

Wild strawberry

Maiden pink

Alsike clover

Lily of the valley

Common vetch

Cow parsley

Himalayan balsam

Garden lupine

Wood sorrel

Coltsfoot

Fireweed

Meadowsweet

Wood cranesbill

Small-leaved lime

Meadow buttercup

Meadow vetchling

Nettle

Bladder campion

Water avens

Creeping thistle

Tansy

Plantain

Northern red currant

Red campion

Red clover

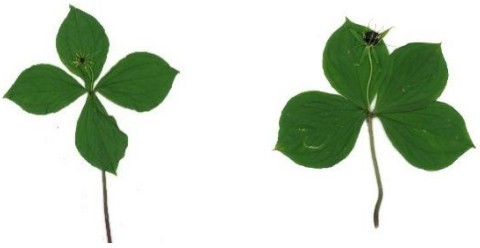
Yellow loosestrife

Silver birch

Marsh marigold

Water plantain

Herb Paris



Bird cherry

Yellow water-lily

Maple

Dandelion

Ground elder

Exercise 2: Methods of seed dispersal in flowering plants

SPECIES	SEED DISPERSAL METHOD
Alsike clover	By fallin
Bird cherry	By animals – edible
Bladder campion	By fallin
Coltsfoot	By wind
Common vetch	By exploding
Cow parsley	By fallin *winter stander
Creeping thistle	By wind
Dandelion	By wind
Fireweed	By wind
Garden lupine	By exploding
Ground elder	By fallin *winter stander
Herb Paris	By animals – edible
Himalayan balsam	By exploding
Lily of the valley	By animals – edible (birds)
Maiden pink	By fallin
Maple	By wind
Marsh marigold	By water
Meadow buttercup	By fallin
Meadow vetchling	By exploding
Meadowsweet	By exploding
Nettle	By fallin *winter stander
Northern red currant	By animals - edible
Plantain	By animals - grabbing
Red campion	By fallin
Red clover	By fallin
Silver birch	By wind
Small-leaved lime	By wind
Tansy	By fallin/ By animals - edible *winter stander
Water avens	By animals - grabbing
Water plantain	By water
Wild strawberry	By animals - edible
Wood cranesbill	By exploding
Wood sorrel	By animals - grabbing
Yellow loosestrife	By fallin
Yellow water-lily	By water

Exercise 3: Average seed dispersal distances:

By fallin/By exploding:	0.1-5 m
By wind (forest):	2-15 m
By wind (open area):	10-100 m
By water (summer):	20-1800 m
By water (winter):	120-14 000 m
By animals:	400-1500 m
By ants:	2-15 m
By humans:	500-5000 m

Suggestion for dividing the deck into two smaller decks.
Suitable especially for use in shorter lessons with theory slides.

1. Deck

- Wild strawberry
- Alsike clover
- Marsh marigold
- Herb Paris
- Coltsfoot
- Common vetch
- Plantain
- Wood cranesbill
- Maple
- Creeping thistle
- Ground elder
- Garden lupine
- (Bird cherry
- Meadow buttercup
- Nettle
- Bladder campion)

2. Deck

- Water avens
- Himalayan balsam
- Red campion
- Cow parsley
- Red clover
- Fireweed
- Lily of the valley
- Meadow vetchling
- Yellow water-lily
- Small-leaved lime
- Northern red currant
- Dandelion
- (Maiden pink
- Yellow loosestrife
- Tansy
- Wood sorrel