

3) TREE LEAF BINGO

You will need:

- A copy of the two tree leaf sheets for each player
- One copy of the KEY sheet (the one that has the “WIND” cards)
- Scissors
- Tokens of some kind for the players to place on their squares (pennies work well)

Set up:

- 1) Each player cuts out his leaf squares. There are a total of 24 leaves.
- 2) Each player receives a supply of pennies or other small tokens.
- 3) The “caller” cuts out the squares of the KEY page and puts them in a box or bag so they can be drawn out one at a time.
- 4) Decide whether you will play a 3x3 square or a 4x4 square. Each player takes either 9 or 16 cards and arranges them into a square. The rest of the cards remain as a personal draw pile. You will need them during the game.

How to play:

The caller randomly pulls out leaf cards and calls out the names. If a player has that card in his square, he puts a penny/token on it.

If the caller draws out a WIND card, the players must remove all the squares that show that kind of leaf unless those squares are weighted down with a penny/marker. The player then fills these empty spaces with cards from his draw pile. This happens every time a WIND card is drawn. Yes, the game board keeps changing! But whatever has a penny/token on it cannot be blown away by the wind.

SPECIAL NOTE: You will need to decide whether you want your players to study the leaves before you start to play. Ideally, this game would be a fun way to review after the students have done some other leaf identification activities. However, previous study is not necessary and the players can just learn as they go. You might want to have the caller show the KEY cards to the players during the first round, with the caller showing each leaf as it is called. Then, as rounds progress, see if the players can remember them without the cards being shown. Either way, the players will learn (or review) and have fun!

Here are the terms the players will need to know in order to play.

PINNATE: Leaves that have many small leaflets branching off the main stem. In this game the pinnates are the locust, the black walnut, the mesquite, and the “tree of heaven.”

SIMPLE PALMATE: Leaves whose shape resembles the palm of your hand and whose major veins all radiate from the same point at the bottom. In this game the simple palmates are the maples, the sassafras, and the sweetgum. (You might want to compare the tulip tree and the sugar maple to see the difference between palmate and lobed. Note the way the large palmate veins all originate from the base of the leaf.)

COMPOUND PALMATE: Leaves that have a palm shape, but also are composed of more than one leaflet. The compound palmates in this game are the shagbark hickory and the Ohio buckeye.

LOBED LEAVES: Simple leaves that have definite lobes. In this game the lobed leaves are the oaks, the tulip tree, the ginkgo, and the sassafras.

DELTOID: Triangle-shaped leaves. In this game, the deltoids are poplar, cottonwood, and quaking aspen.

SERRATED EDGES: Edges that are spiky or jagged, like a serrated knife. In this game the serrated leaves are the poplar, beech, quaking aspen, cherry, cottonwood, willow, shagbark hickory, Ohio buckeye, sweetgum, red maple, and black walnut.

NOTE:

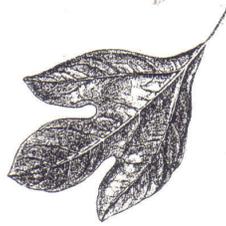
If you happen to live in a part of the world where these trees are uncommon, you could substitute your own homemade cards showing leaves from trees you have in your area. You could draw your own pictures or print some using Google image search. (You might even be able to use actual leaves, pressed and glued to cards.)



Quaking Aspen



Red Maple



Sassafras



Cherry



Black Walnut



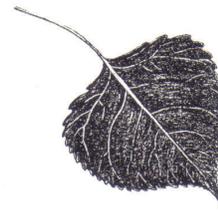
Shagbark Hickory



Southern Magnolia



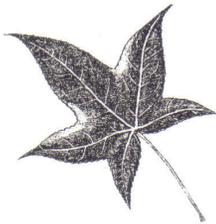
Sugar Maple



Cottonwood



Dogwood



Sweet Gum



Tree of Heaven



Tulip Tree



Holly



Locust



White Oak



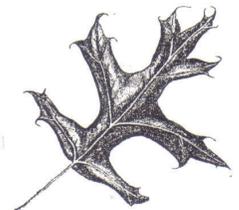
Willow



Red Oak



Ohio Buckeye



Pin Oak



Beech



Ginkgo



Mesquite



Poplar

WIND

takes away all serrated edges unless weighted

WIND

takes away all lobed leaves unless weighted

WIND

takes away all pinnate leaves unless weighted

WIND

takes away all compound leaves unless weighted

WIND

takes away all palmate leaves unless weighted

WIND

takes away all deltoid leaves unless weighted

