

Plant Memory



Objective To become familiar with common locally evolved and invasive plants in Vermont while practicing memory skills.

Audience 2 or more participants; ages 5+

Duration 5 minutes

Materials | Memory cards (next pages)

Background The cards with a green box around them are locally evolved plants; the cards with the red box around them are invasive plants.

Procedure The **goal** of the game is to accumulate the most points. Participants get a point when they match 2 of the same plant cards.

- 1. Have participants make a circle around a table or the ground. Mix up the cards. Lay the cards face down in rows, making a rectangle with the cards. Make sure there is enough space in between cards so they can be flipped over with ease.
- 2. Moving clockwise around the circle of participants, participants take turns turning over any 2 cards. When a participant turns over their cards, they should read aloud the name of the plant (or describe the plant) and state if it is locally evolved or an invasive plant.
- 3. If the cards match, the participant keeps the cards and gets a point. If the cards do not match, the participant turns them back over and the next participant takes their turn.
- 4. Participants should try to remember which plants are on which cards so they can match them on a future turn. Just because it is another participant's turn doesn't mean you should stop paying attention! They could reveal the location of a card you are looking for.
- 5. The game ends when all the cards have been matched. The participant with the most points (matched cards) at the end of the game wins!

Inspiration Sources – School and camp activities of our youth; activities redesigned for our purposes.















































