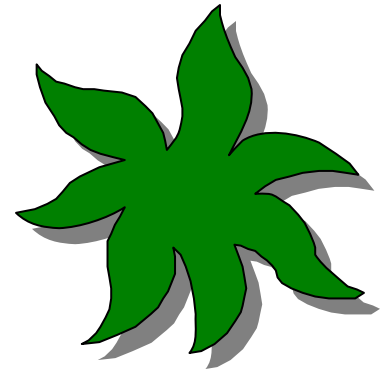
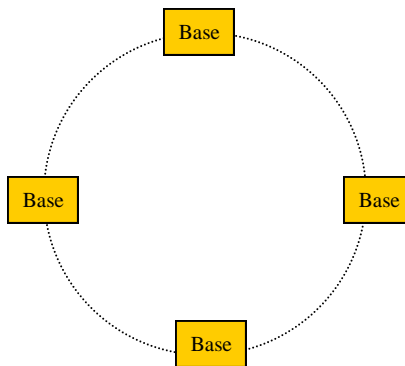


HOW-TO-DO ACTIVITY- MAPLE SEED MIXUP

PLAYING THE GAME

Setting up the Game

- Place four 'bases' in close proximity to a maple tree.
- Bases can be made from felt or vinyl squares, carpet pads or other similar material that will withstand foot traffic.
- Distribute bases evenly in a 'circle' that students can easily travel as they go base to base during activity.



Game Cards: Make a Class Set

Use the Master: 'Maple Leaf Mixup- Game Cards' to make a class set of game cards. Print one set (color or black & white) of maple seed cards (4 cards total), and 2-3 sets of the sun, soil, water cards (for a total of 24 or 36 cards as needed for class size). Cut the cards to size, and laminate. Bundle cards into separate types for ease of use during activity.

'Maple Leaves': Use the Master: 'Maple Leaf' to create a class set of leaves (one leaf per student) and laminate.

Playing the Game: Step-by-step Instructions

1. Pass out the four **maple seed** cards first. Then, as evenly as possible, distribute the **sun, soil** and **water** cards. For example if you have 24 students in your class, the distribution could break down as follows: 4 students will be given maple seed cards, 7 students will be given sun cards, 7 students will be given soil cards, 6 students will be given water cards.
2. While standing near the maple tree, ask students to spread out and form a big circle surrounding the four Maple Seed Mix-Up bases.
3. Let students know that you are going to ask them to remain in this circle and walk as a group around the bases while you say the words "summer, fall, winter..." Explain that when they hear you say the word "**spring**", they will stop and go to the closest base. After describing the process, ask students to walk, maintaining their circle as they travel around the bases. As they walk, slowly say the words, "Summer.... Fall....Winter..." Allow students to make at least two revolutions around the bases, then say "**SPRING**" (representing a full year cycle).
4. At this point students should be clustered at different bases. Have students to share their cards with the class. Say, "If your group has a maple seed card, raise your hands. Next ask, "Which group has sun?" Repeat the process with the soil and water cards. Then ask any groups that have a maple seed and all three 'needs' cards (soil, sun and water) to raise their hands. Say, "The maple seeds in these groups have all that they need to grow into a tree. The maple seed can sprout."
5. Give students in each group that has 'sprouted' a green laminated maple leaf to represent the success of their maple tree.
6. Play again with each student keeping the same card.
7. Repeat activity until students show an understanding of the concept, and have successfully 'sprouted' several times. During the last round have students arrange themselves so that all maple seeds survive.
8. Students can form a 'tree' or 'forest' with all of their maple leaves at the end of the activity.

