

Back-Pocket Activities

Guess the Veggie 20 Questions (5-10 minutes)

- Have a student or the teacher think of a vegetable. The rest of the students must ask up to 20 yes or no questions to figure out the vegetable. For example: "Is it a root?" "Is it green?" "Do you eat it in a salad?"

Memory Game (5-10 minutes)

- Students form a circle. Student 1 names a veggie based on predetermined criteria (random veggie, "veggies" that are fruits, favorite veggie, leaf veggie). Student 2 must name Student 1's veggie and come up with their own. Continue down the line. If a student forgets a veggie, other students can give clues ("it is red!" "it grows in the summer!").

Turn and Talk or Think-Pair-Share (10-15 minutes)

- Give students a topic to brainstorm (stems that we eat, parts of a plant) or a question to answer (Why do veggies taste different from each other? What is the best way to cook a carrot?). In partners or groups, give them a few minutes to share their brainstorms and then have each pair or group present their answer(s) to the rest of the class.

Plant Dance (space required; 5-10 minutes)

- Students stand arms-length apart from each other with their feet, the roots, remaining still. Teacher demonstrates the growth of a plant: crouch (seed), stand up straight (stem), put one and two arms out (leaves), sway and dance (photosynthesis), and jump up off the ground (harvest). Variations include moving slowly (no sun), watering (only grow after being watered), wilting (nighttime), and more.

Jokes and Riddles (prep required; 5-10 minutes)

- Write a few jokes and/or riddles on notecards. One student should read the first part of the joke out loud. If a student can guess, they get to read the next joke. If not, keep going around in the circle. Variation: challenge students to create their own garden themed joke or riddle.

Seeds by Feel Game (prep required; 10-15 minutes)

- Students close their eyes and pick out a seed from a bag without looking at it. By feeling the seed, they must come up with descriptive ways to describe it. Students separate into groups based on the characteristics of the seed and then reveal their seeds to the group.

Veggie Trading Cards: [set 1](#) and [set 2](#) (prep required; 10-15 minutes)

- Shuffle the deck of cards. After students are each handed a card, have them find their match and read the description to the class.

Photosynthesis Tag (space required; prep required; 15-20 minutes)

- Students are assigned a role to play (plant, sunlight, two hydrogens and an oxygen for water, carbon and two oxygens for carbon dioxide, glucose, and finally, humans). The goal of the game is for the plant to form a chain that includes all the things it needs to create food. Variations included.

Scavenger Hunt (prep required; 15-20 minutes)

- Students seek out plants that answer a question on their scavenger hunt (example: find the biggest leaf in the garden, find 3 plants that smell good).