

# TREE RECOGNITION GAME

## Aim of the game:

The game helps children identify and remember the trees and bushes growing in the immediate area.

## Required:

- 🌳 Tree samples (images and/or real samples).
- 🌳 At least 6 participants.

## Gameplay:

- 🌳 The teacher goes with the students to the school yard, the nearest park, square or forest (if possible) or play this game in classroom.
- 🌳 Players are divided into 2 equal teams.
- 🌳 They face each other at a distance of about 10 metres.
- 🌳 Place the tree samples on the ground between the two teams.
- 🌳 The members of each team execute the command: "Count in turn!", so each player gets a number and each team has a number 1, 2, 3, etc.
- 🌳 When the teams are ready, name the tree or shrub whose sample is on the ground and then give the number.
- 🌳 The player whose number is named must be the first to try and grab the branch, leave picture with it etc.
- 🌳 As the aim of the game is to learn about nature, the points may not be counted. All players are winners.
- 🌳 If you want to find out the winners, than each successful player scores 2 points for his team.

Mila, a 3rd grade student at the Riga Lithuanian Secondary School , found real examples that can be used for this game.

