

Tree Leaf Bingo

This game is intended for players who already have some knowledge of leaves. It is a good review game at the end of a unit on trees. If the players have not studied leaves at all, they will need to spend a little time preparing to play the game.

One option is to have the players study the KEY cards ahead of time, then try to remember the leaves as they play.

Another option is to have the caller show the KEY cards to the players as they are drawn so that they learn the leaves one at a time as they play. (You could do this for the first few rounds, then as players gradually begin to learn the leaves, stop showing the KEY cards.)

Here are the terms the players will need to know in order to play. Take some time before you play to go over these terms and identify them on the leaf cards.

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, the sweetgum. (You might want to compare the tulip and the sugar maple to see the difference between palmate and lobed.)

COMPOUND PALMATE: These are 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 ginko, and the sassafras.

DELTOID: These are triangular 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.

You will need:

- A copy of the two tree leaf sheets for each player
- Scissors
- Pennies (or other small objects to be “markers” for the bingo squares)
- One copy of the KEY

Set-up:

- 1) Each player cuts out their leaf squares. There are a total of 24 leaves.
- 2) Each player receives a supply of pennies.

- 3) The “caller” cuts out the squares of the KEY 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 draw pile. You will need them during the game.

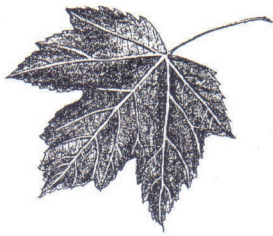
How to play:

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

If the caller draws out a WIND card, the players must remove all of that type of card from their squares unless they 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/marker on it cannot be blown away by the wind.



Quaking Aspen



Red Maple



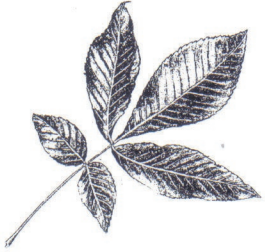
Sassafras



Cherry



Black Walnut



Shagbark Hickory



Southern Magnolia



Sugar Maple



Cottonwood



Dogwood



Sweet Gum



Tree of Heaven



Tulip Tree



Holly



Locust



White Oak



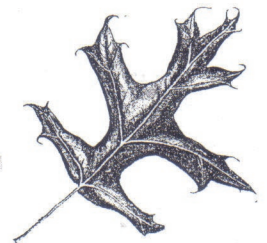
Willow



Red Oak



Ohio Buckeye



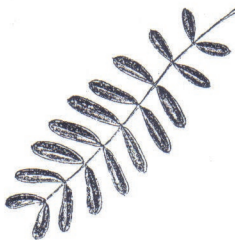
Pin Oak



Beech



Ginko



Mesquite



Poplar

WIND

Takes away all
serrated edges
unless weighted

WIND

Takes away all
monocots
unless weighted
(ginko is only monocot)

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 edges
unless weighted

