



**Playcard Environmental Education Center Pre-visit Information Sheet**  
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**Playcard Pre-visit Information Sheet First Grade: Budding Botanists**

<b>Grade</b>	<b>Subject</b>	<b>Science Standards Addressed</b>
<b>1st</b>	<b>Budding Botanists</b>	Plant parts, dispersal, edible plants, plant growth, plant habitats, plant collections, recycling of nutrients (rotten logs), etc. Push/Pull on objects (swamp ferry)
1-1.2, 1-1.3, 1-1.4, 1-2.2, 1-2.3, 1-2.4, 2.6, 1-4.3, 1-4.4, 1-5.2, 1-5.1		

**PROGRAM DESCRIPTION:**

Students will be immersed into the wonderful world of plants by examining plant parts. (Flowers, roots, stems etc.) The students will model the life cycle of a plant kinetically. The students will then be encouraged to explore the many plant habitats of Playcard. Seed dispersal will be studied by seed searches. Edible wild plants will be discovered through the sense of taste and smell. Poisonous plants will be identified for student's reference. Plant uses will be discovered in the pioneer and native American villages. Finally rotten logs will be examined to discover how plants are "recycled" into the environment once again.

**VOCABULARY (The following words will be used in your program. If possible, please investigate their definitions.)**

[Leaves](#)      [Flowers](#)      [Dispersal](#)      [Stem](#)      [Soil](#)  
[Seeds](#)      [Roots](#)      [Anther](#)      [Pollen](#)      [Stigma](#)

**Online Resources:**

[Virtual Tours of South Carolina Ecosystems on Nature Scene](#)  
[Pollination video links](#)

**Preparing for your Visit**

1. Please review "The Budding Botanist" activity guide available at your library.
2. Please encourage students to wear clothing appropriate for the weather conditions and be ready to explore nature with all their senses.
3. CHAPERONES: Students should have a 1 adult for every 5 students. This is not a requirement, but does add to the program significantly.
4. Please bring ONE 1 GALLON SIZED ZIPLOCK BAG PER STUDENT for collections.

**Post Visit Activity**

As an assessment, each grade level is encouraged to create a learning, "feedback" project. These projects may be any appropriate feedback method as prescribed by the teacher. Some examples are, letters of what the students learned with drawings and/or photographs of the experience, power point presentations, videos, learning logs, journals, projects (i.e. a bug collection, leaf collection, copy of presentation, etc.) *An excellent project to accomplish with the Playcard experience is to plant the seeds that the students collect in a terrarium and watch what happens! The plants have been "dispersed" into your classroom!*