



This lesson teaches students plant domestication and adaptation through a fast-paced game that meets numerous National Science Standards.

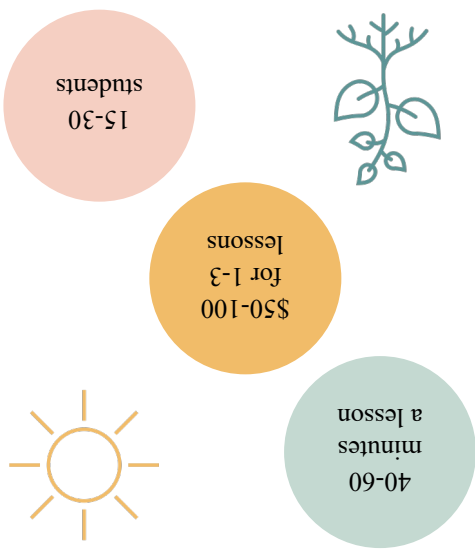
Overview

How To Teach The Seed Dispersal Game:

A Quick Reference Guide



1. Understand that modern crops were domesticated by Indigenous farmers.
2. Limiting plant seed dispersal was a large driver for plant domestication in response to farmers' needs.
3. Visualize that plants use multiple methods to accomplish seed dispersal.
4. Identify that traits can be selected upon, both naturally and artificially.



This lesson is flexible to varying class or workshop durations, cheap to implement, and is adjustable to different class sizes from grades 3-12+.

Activity Statistics



Teach this course yourself using the materials on our website!

maizegenetics.net/game

Have questions? Contact:



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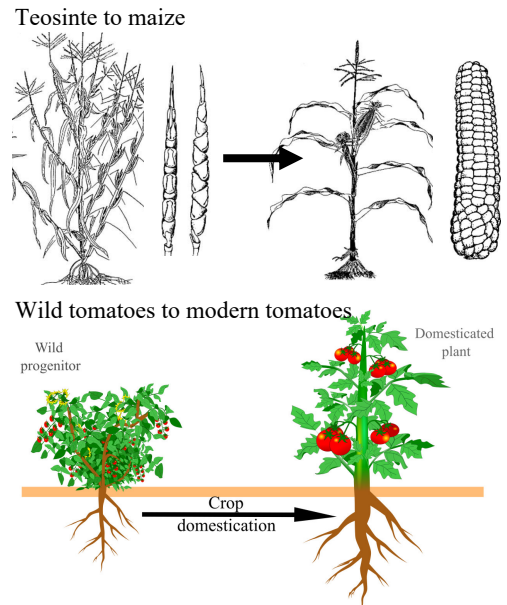
- Materials List:**
- Electric leaf blower
 - Notecards (cut in half)
 - Pens + sharpie
 - Masking tape
 - Measuring tape
 - Clear tape (1 per student)
 - Rocks
 - Feathers
 - Balloons
 - Scissors
 - Napkins
 - Pipe cleaners
 - String
- And other assorted small items.
- Required**
- Teosinte
 - Maize
 - Wild tomatoes
 - Modern tomatoes

All supplies can be purchased at a dollar-store or Walmart where you can get a large variety of small items to customize seeds cheaply.

Requirements

Discussing Results

Describe and show examples of plant domestication, these may include:

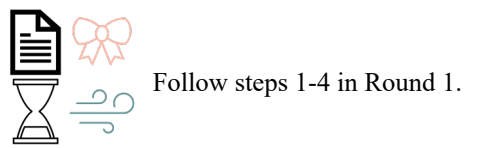


- Have students imagine that they are wild plants and that their goal is to disperse their seeds (notecards) as far as possible.
- Gather 3 notecards, have students write their names on the cards.
- Gather supplies (2 mins).
- Provide 5 minutes to attach supplies to notecards.
- Drop seeds in front of leaf blower.
- The seed that *travels the furthest* wins! Discuss what worked and didn't as a group.

Round 1

Round 2

Now describe to students that farmers do not want to spend so much time picking up individual seeds. Now, as plants they must modify their seeds to **not disperse**.



Follow steps 1-4 in Round 1.

The seed that *travels the least* wins! Discuss what worked and didn't as a group.

Bonus Round

Instruct students to take their seats and to not destroy their seeds. Describe that it is also important for farmers to harvest their seeds quickly. The first 1-3 people to raise their hand holding 3 intact seeds wins.