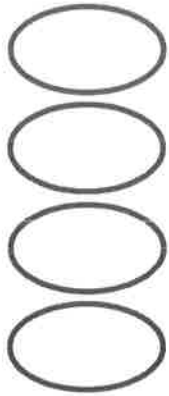


Dry seeds



Group names

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Dry seeds



Group names

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Dry seeds



Group names

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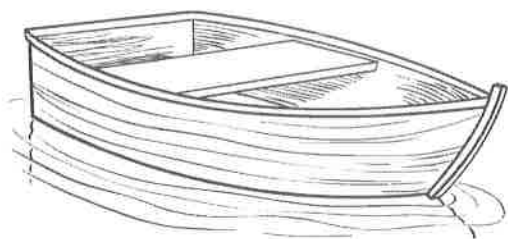
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# SEED-DISPERSAL ACTION CARDS

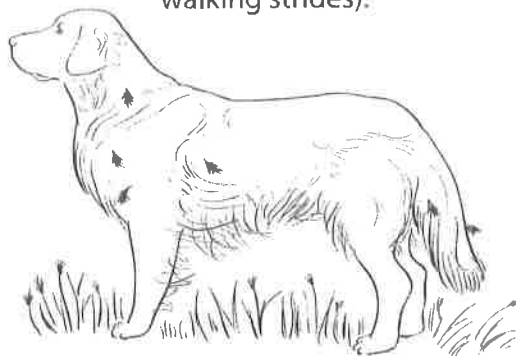
## Seed-Dispersal Action Card

Modify your seed or fruit to float on water for 4 minutes.



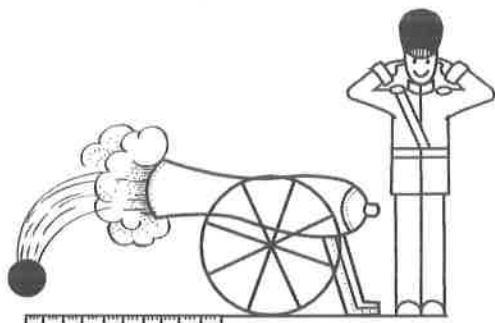
## Seed-Dispersal Action Card

Modify your seed or fruit to catch on an animal and be carried 5 meters (7–10 walking strides).



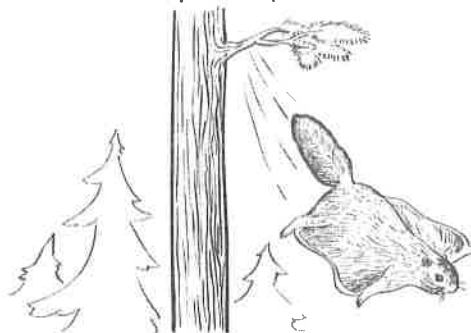
## Seed-Dispersal Action Card

Modify your seed or fruit so it can be propelled at least 1 meter from the parent plant. (Remember, plants don't have hands.)



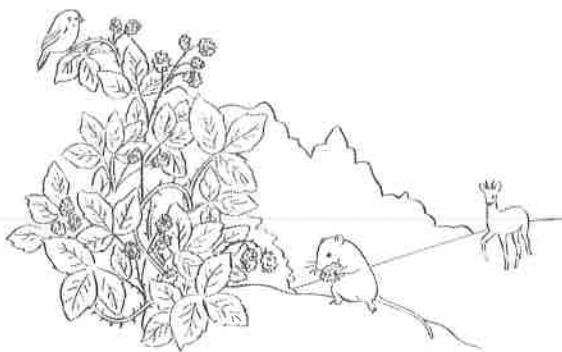
## Seed-Dispersal Action Card

Modify your seed or fruit so it will glide at least 1 meter away when it is dropped from a parent plant.



## Seed-Dispersal Action Card

Modify your seed or fruit to attract a bird or other animal.



## Seed-Dispersal Action Card

Create your own action card to modify a seed for dispersal.

# SEED-GO CARD

Directions:

1. Form teams of two.
2. Find five different seeds that can be dispersed by one of the dispersal methods, or find one seed for each of the five dispersal methods (five seeds in all).
3. Glue or tape each seed in an appropriate space.
4. Your team wins if it is the first team to fill a row or column. Remember, in order to win, you might have to convince others that you are correct.

		Number of different seeds or fruits				
		1	2	3	4	5
Seed-dispersal methods	Carried by wind or glides					
	Floats on water					
	Pops out			FREE		
	Catches on animals' fur					
	Attracts animals					

# COMPARING GERMINATED SEEDS

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Find an example of a seedling that has each property or structure.

Place each example in the boxes below.

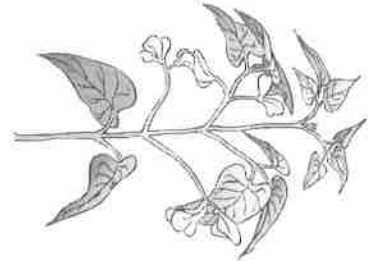
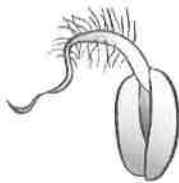
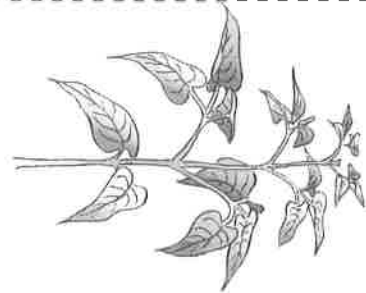
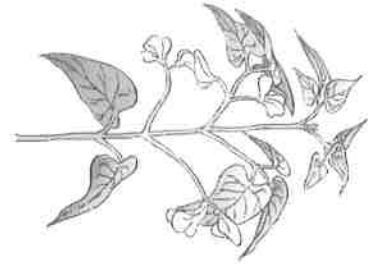
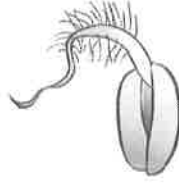
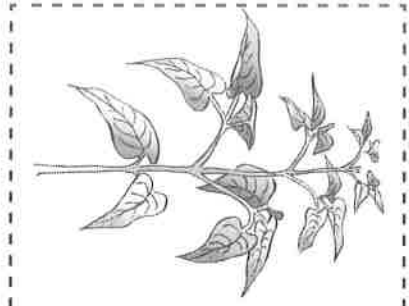
	Swollen	Seed coat off	Root	Stem and leaves
Bean				
Pea				
Sunflower				
Corn				

**WARNING** — This set contains chemicals that may be harmful if misused. Read cautions on individual containers carefully. Not to be used by children except under adult supervision.

## CLASS CHART—BEAN-PLANT GROWTH

								cm
								cm
								0 cm
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	
Date	Date	Date	Date	Date	Date	Date	Date	

# BEAN LIFE-CYCLE IMAGES



# CRAYFISH LOG

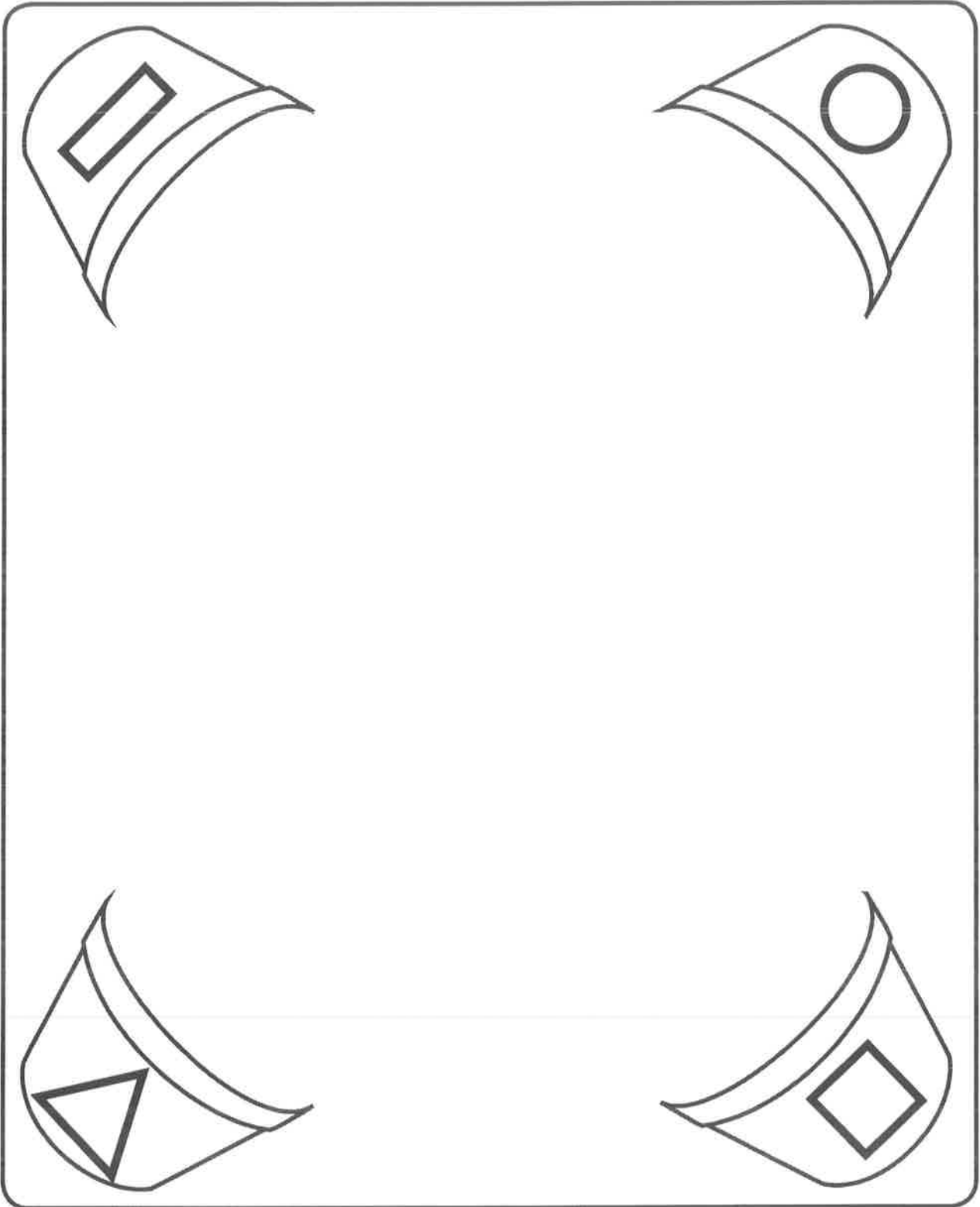
Key	When	What to do
Food (F)	Every day __ __ 1-3 times a week	Elodea or other greens __ __ __ __ __ Goldfish or other food (not in the home)
Water (W)	Once a week	Clean water, 3-4 cm deep, temperature 5-20°C

Date and group	Write what we did. How are the water and food supply?	Write what we observed. How is the habitat? What are the crayfish doing?

# CRAYFISH HABITAT—CLASS OBSERVATIONS

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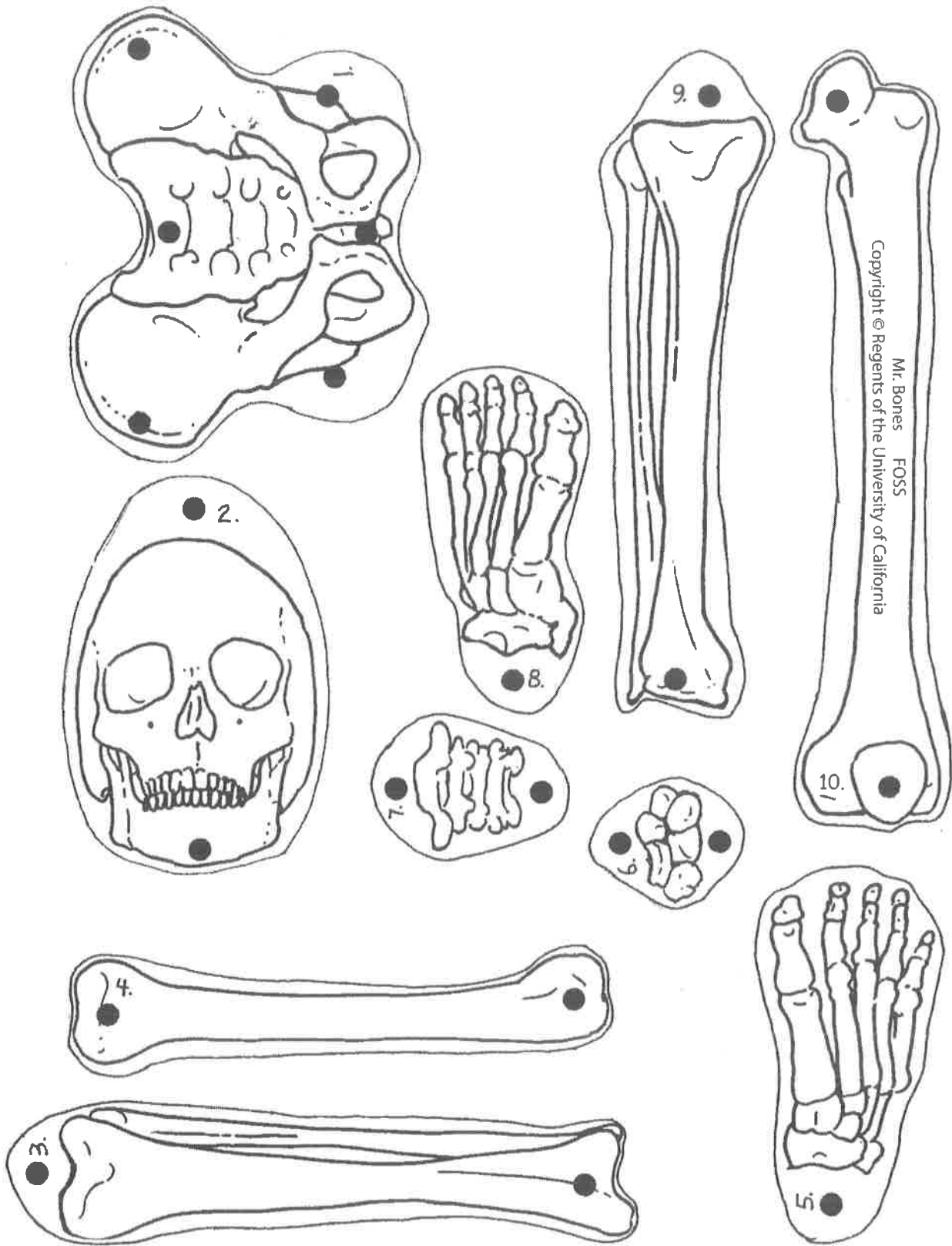
DAY # \_\_\_\_\_





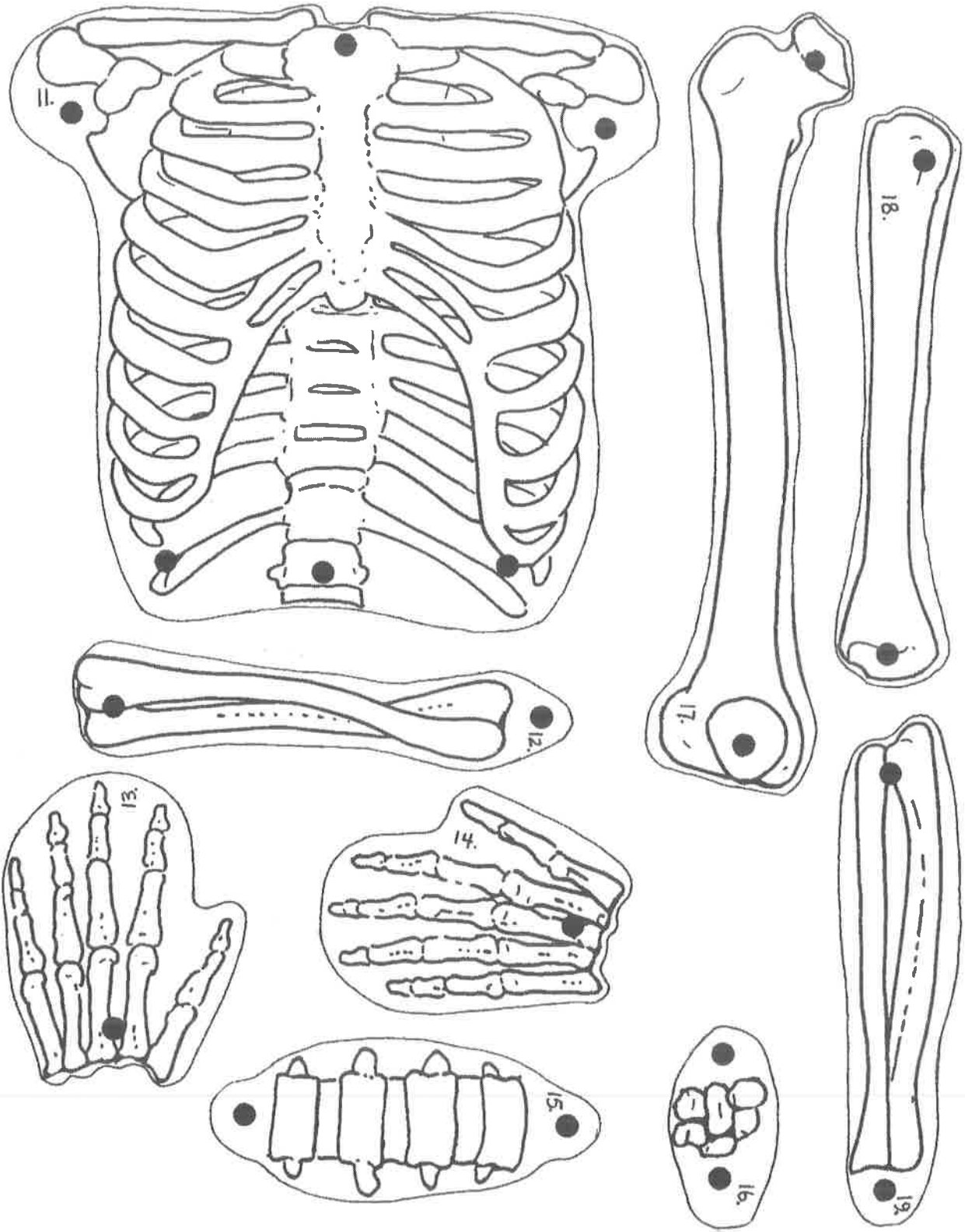
# MR. BONES A

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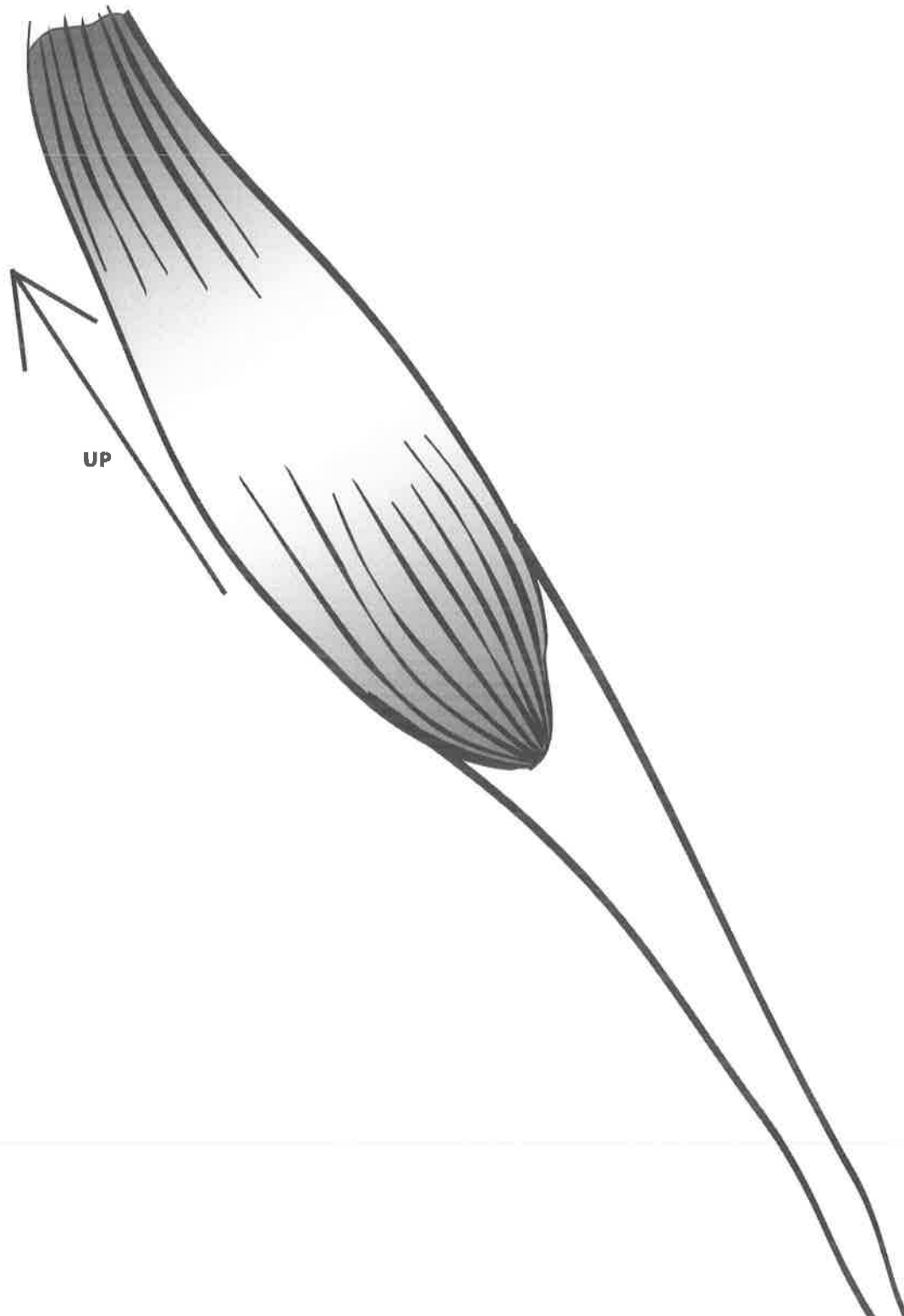
# MR. BONES B

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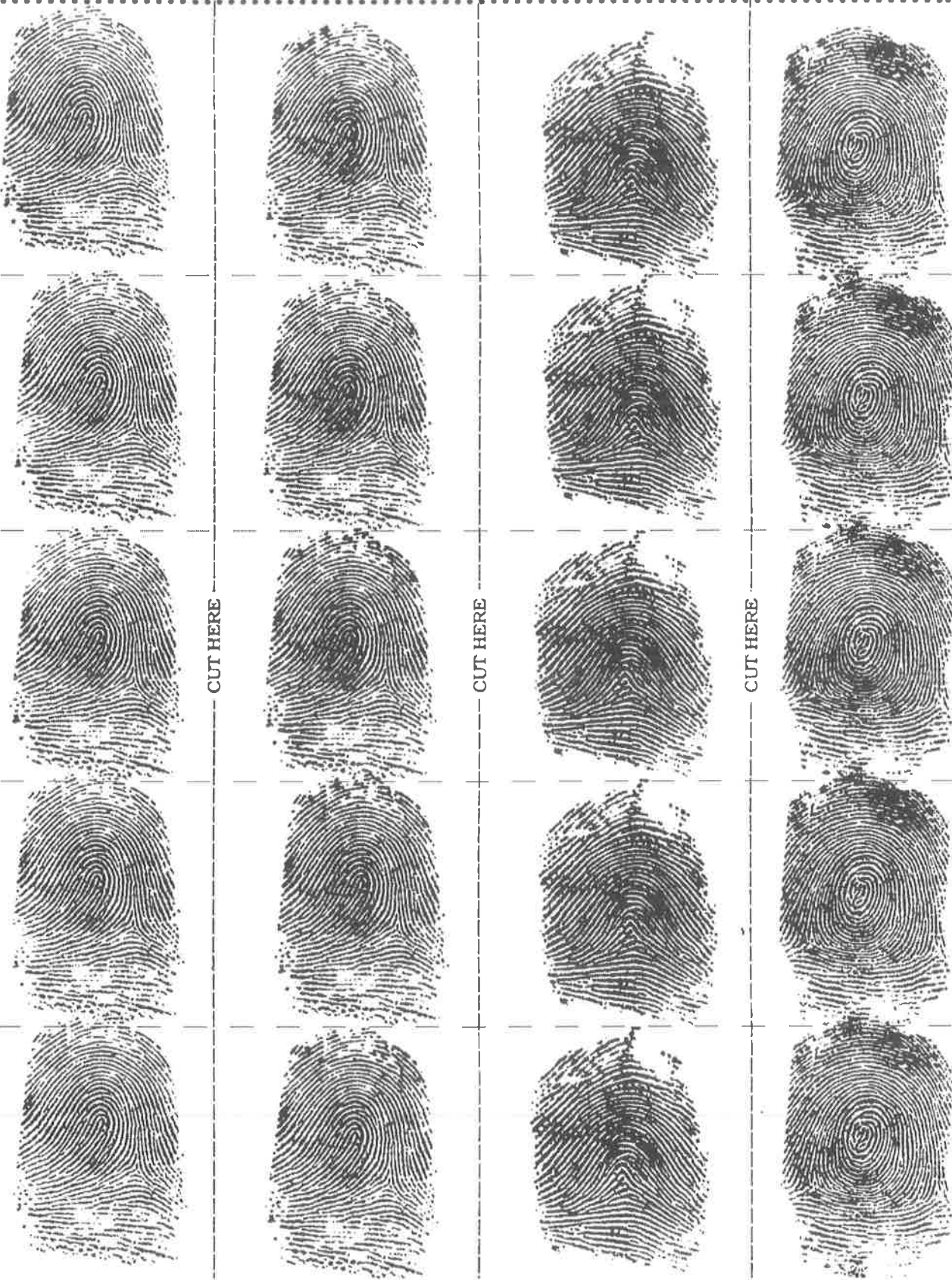


# LEG MUSCLE

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# FINGERPRINT REPLICAS



## HOW TO MAKE A MODEL THUMB

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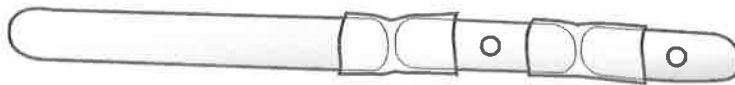
Use craft-stick pieces and string to make a model thumb. The muscle for this model is at the end of the string in the upper arm. Sometimes, tendons run through guides made of ligaments. Ligaments in the fingers and thumb are like the guides on a fishing rod through which the line runs. In this model, string represents tendon, and twist ties are ligaments.

### Materials

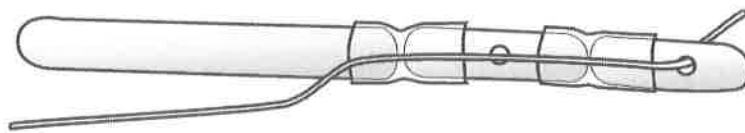
- 2 Rubber tubes, no holes
- 2 Short craft-stick pieces
- 1 Craft stick, whole, no holes
- 1 Piece of string, 30 centimeters
- 2 Twist ties

### Construction

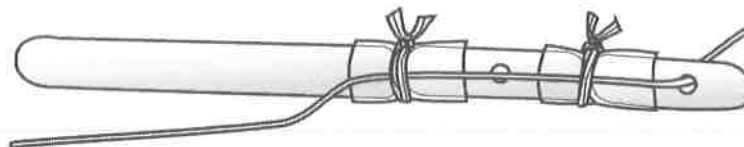
1. Use two rubber tubes (no holes) to connect two short craft-stick pieces and a whole craft stick (no holes).



2. Run the end of a 30 cm string (tendon) through the hole in the last segment of the thumb. Tie a knot so the string will not pull through.



3. Use twist ties to form guides (ligaments) for the tendon at the two joints. The string should slide easily under the twist ties.



4. Operate the thumb by pulling on the string, simulating an arm muscle pulling on the tendon.