

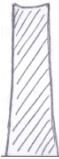



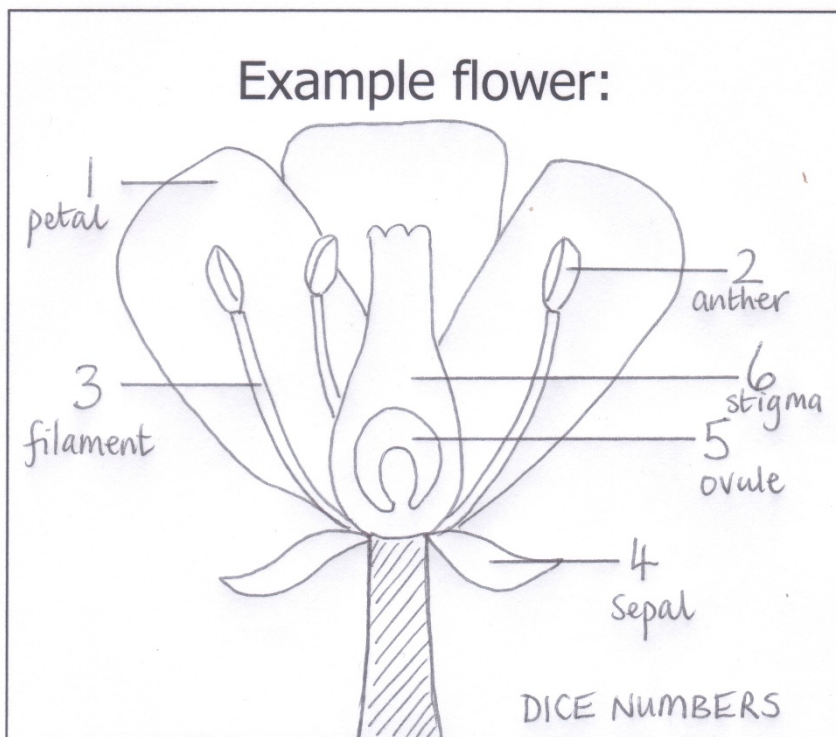


Flower Drive Score Sheet

1  Score <input type="text"/>	2  Score <input type="text"/>	3  Score <input type="text"/>
4  Score <input type="text"/>	5  Score <input type="text"/>	6  Score <input type="text"/>



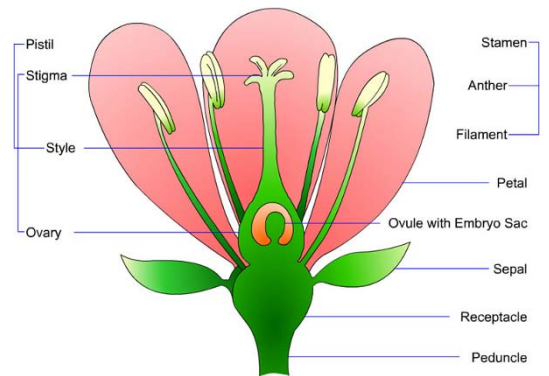
Total Score:

Name:

Flower Drive Game

You will need:

- A die per group
- A score sheet each
- A pencil each



How to play:

Take it in turns to roll the die. Depending on the number thrown, draw a different part of your flower.

The first person to have a finished flower with:

- One stigma
- One ovule
- Two sepals
- Three filaments
- Three anthers
- Three petals is the winner!

Here are the numbers for the different parts of the flower:

6—stigma. You have to draw the stigma first, so you must roll a 6 before you can start to draw your flower.

5— ovule.

4-sepal. You need 2 sepals.

3-filament. You need 3 filaments.

2-anthers. You need 3 anthers. You have to draw the filament before the anther!

1-petal. You need 3 petals.

Winning on your table:

When you have completed your flower, stand up and shout 'finished!' Everyone on your table must add up the score for their flower and write it on their score sheet. The winner from each table stands up and moves in a clockwise direction to the next table for another round.