

Range Grass Concentration
By
Janet Christnacht, Jane O'Hara, Tricia Witt

Grade Level: 2-5

Subject: Science

Duration: 30 minute

Montana Science Standards:

Standard 1 benchmark 4

Standard 2 benchmark 2

Standard 3 benchmark 3, 5

Description: The purpose of this lesson is to introduce the range grass of the local area. This is a game of matching range grass pictures to their name & their grass group.

Goals:

1. Students will gain knowledge of identifying range grass.
2. Students will learn the names of range grass.
3. Students will be able to identify the pictures of range grass.
4. Students will be able to separate plants into groups of decreasers, increasers, invaders, and poisonous plants.

Objectives:

1. The students will match range grass pictures to their names and group.

Materials:

1. Several sets of the range grass picture cards and name cards.
2. Computer and projector.

Vocabulary:

Specialists have placed grasses into 4 groups. These groups are the green group, the yellow group, the red group and the poisonous group.

1. **Decreasers**- the green group of plants that are most desirable to cattle, horses, and sheep. Livestock tend to eat these plants first so they decrease.
2. **Increasers** – the yellow group of plants that are good grazing grass. When the green group has decreased the yellow group is able to compete and increase.
3. **Invaders** – the red group plants are not native to the range, they have invaded the area from elsewhere when both decreasers and increasers have been heavily grazed.
4. **Poisonous** plants – these are toxic to cattle, horses, and sheep.

Procedure:

1. Discuss the difference between decreasers, increasers, invaders, and poisonous range grass.
2. Introduce the range grass using various websites.
 - a. www.montanakids.com
 - b. www.plantsofthewild.com
 - c. www.westernativeseed.com
 - d. www.grasslands-bioblitz.org
3. Have the students review the cards and groups prior to playing the game, concentration.

4. Divide the students into groups. Group size will vary according to class size. The object of the game is to match the picture card to the name card. When a match is found the group keeps the pair of cards.

Assessment:

1. At the end of the game the team with the most pairs wins.