SCIENCE

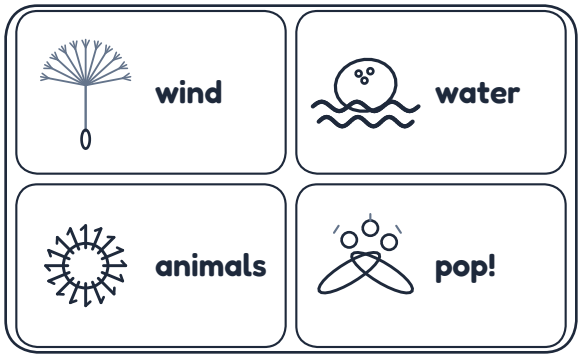
How seeds travel

Name _____ Date _____

I can tell four ways seeds travel to new places.

1 How it works

A plant cannot walk, but its seeds can travel. Some seeds fly in the wind, like dandelion fluff and maple wings. Some float on water, like coconuts. Some ride on animals: burrs hook onto fur, and birds eat berries and drop the seeds. Some pods dry out and pop! Seeds travel so each new plant gets space, light and water.



2 How does each seed travel?

Use the words in the box.

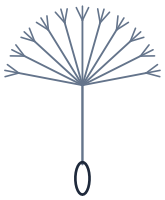
wind | water | animal | pop



burr _____



pea pod _____



dandelion _____



coconut _____



maple seed _____



cherry _____

How did I do? ☆ ☆ ☆

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Seeds on the move

Name _____ Date _____

I can match a seed to the way it travels.

1 Draw a line from each seed to its helper

 **dandelion**	it floats across the water
 **coconut**	its pod dries and pops open
 **burr**	it hooks onto an animal's fur
 **pea pod**	the wind blows it far away

2 Fill in the blanks

Use the words in the box.

space **float** **wind** **eat** **fur**

1. Fluffy seeds are carried by the _____.
2. A coconut can _____ to a new beach.
3. Burrs hook onto an animal's _____.
4. Birds _____ berries and drop the seeds.
5. Seeds travel so new plants have _____.

How did I do? ☆ ☆ ☆

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Think like a scientist

Name _____ Date _____

I can explain how seeds move to new places.

1 Think about it

1. Why do seeds move away from the parent? _____
2. How does a bird help a cherry tree? _____
3. Why does a maple seed have a wing? _____
4. How could your sock carry a seed? _____

2 True or false? Circle it.

1. A coconut sinks to the bottom of the sea.	true	false
2. All seeds fall right under the parent plant.	true	false
3. Some seed pods pop open.	true	false
4. Animals can carry seeds in their fur.	true	false
5. A dandelion seed is carried by the wind.	true	false

3 Invent a seed that travels by wind. Label its parts.

How did I do? ☆ ☆ ☆

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Try it: the sock walk

Name _____ Date _____

I can see how animals carry seeds.

1 You need

-  an old fuzzy sock
-  a magnifier
-  a tray of soil
-  water
-  a sunny window

2 What to do

1. Pull the old sock over your shoe.
2. With a grown-up, walk through tall grass or a weedy field.
3. Take the sock off. Look at it with the magnifier and count the seeds.
4. Lay the sock on the tray of soil. Water it every day and watch.

3 I predict

How many seeds will stick to your sock?

_____

_____

4 What I see

Day	Draw it	What changed?
Walk day		
Day 5		
Day 10		

How did I do? ☆ ☆ ☆

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FOR TEACHERS AND PARENTS

Answer key: how seeds travel

1 Page 1

Travels by: 1) burr: animal; 2) pea pod: pop; 3) dandelion: wind; 4) coconut: water; 5) maple seed: wind; 6) cherry: animal.

2 Page 2

Helpers: 1) dandelion: the wind blows it far away; 2) coconut: it floats across the water; 3) burr: it hooks onto an animal's fur; 4) pea pod: its pod dries and pops open.

Blanks: 1) wind; 2) float; 3) fur; 4) eat; 5) space.

3 Page 3

Think: 1) To get more space, light and water; 2) It eats cherries and drops the seeds far away; 3) It spins, so the wind carries it farther; 4) A burr hooks onto it on a walk.

True or false: 1) false; 2) false; 3) true; 4) true; 5) true.

Drawing: answers will vary. Look for fluff, wings or a light shape that can catch the wind.

4 Page 4: Try it!

Seeds with tiny hooks, like burrs and some grass seeds, stick to the fuzzy sock, just as they stick to an animal's fur. After one to two weeks, little sprouts grow from the sock. This shows how animals carry seeds to new places without knowing it.

5 Teaching tip

Late summer and fall are the best times for the sock walk on page 4, when grasses and weeds are full of seeds. Collect real seeds on the walk too, and let children sort them by how they travel.

Safety: walk only with a grown-up and stay away from poison ivy and thorny plants. Wash hands after the walk.