

Pollinator Mancala



Kruckeberg
Botanic Garden

Now it's your turn to help pollinate the garden! In this activity you will pretend to be a pollinator, travelling from flower to flower in search of pollen and nectar.

Objective: Players take turns to collect pollen and carry it back to their "base flower." The player to collect the most pollen wins.

Set up:

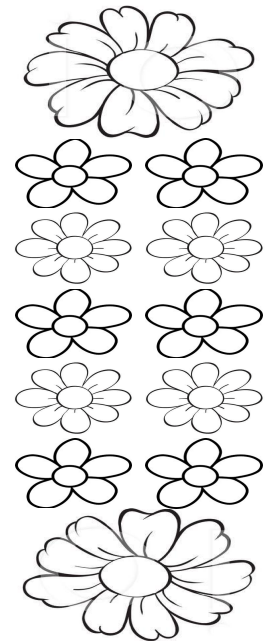
1. Start by drawing two rows of five flowers
2. One either end, draw a LARGE flower
3. Place three (or more) small objects in each of the smaller flowers.

Materials:

- Chalk
- 30+ small objects (rocks, pine cones, shells, etc)

Game Play:

1. Each player chooses one type of pollinator to play as (bee, butterfly, bird, etc.) and choose a large flower on either end as their "base flower"
2. The first play chooses a flower and picks up all of the pollen on it. Moving clockwise, the play drops a single pollen onto each flower until they run out, skipping over their opponents "base flower."
3. If their last piece of pollen is deposited onto a flower that already has pollen, they player gets to pick up this pollen and keep playing until their last pollen is deposited onto an empty flower. This is the end of their turn.
4. Players take turns collecting and distributing pollen until all pollen has been deposited into the two "base flowers"



Scoring:

Count the pollen collected on each "base flower," the player with the most pollen wins!

Adaptations:

Turn this activity into hopscotch! Draw your flowers bigger and further apart, have students hop from flower to flower before dropping their "pollen."