

RULES FOR THE DANDELION GARDEN

Goal of Dandelion Garden

The goal is to gain as many points as possible for the garden show and to obtain the dandelion flower for an end-of-the-year contest when at most three students will be competing for the grand prize.

Flower Points

Each wildflower is worth a certain number of points, which are all redeemable at the end of the year unless they have already been used. Students can sell any flower for a particular garden need or help, or protect them from trouble in the garden, but must forfeit the flower. The flowers are as follows:

- (1) *milkweed*. Students can use the flower to 1) purchase a poison oak 2) protect against baby's breath 3) redeem its flower value.
- (2) *Queen Anne's lace*. Students can use the flower to 1) exchange for a dandelion (five are needed) 2) exchange for a spade 3) redeem its flower value.
- (3) *thistle and yarrow*. Students can use the flower to 1) purchase calamine lotion and protect against baby's breath 2) exchange for fertilizer 3) redeem its flower value.
- (4) *gentian*. Students can use the flower to 1) count as two seed packages 2) redeem its flower value.
- (5) *aster*. Students can use the flower to 1) purchase fertilizer 2) redeem its flower value.
- (6) *sedges*. Students can use the flower to 1) hire a helping hand in the garden 3) redeem its flower value.
- (7) *tiger lily*. Students can use the flower to 1) transplant a flower into your garden 2) purchase a poison oak 3) redeem its flower value.
- (8) *buttercup*. Students can use the flower to 1) transplant a flower into your garden 2) hire a helping hand in the garden 3) purchase fertilizer 4) redeem its flower value.
- (9) *clover*. Students can use the flower to 1) transplant two flowers into your garden 2) possibly transplant a dandelion into your garden 3) redeem its flower value.
- (10) *dandelion*. Students can use the flower (there are only three) to 1) purchase calamine lotion without forfeiting the flower 2) begin their garden (otherwise you need three seed packages and a spade) without forfeiting the flower 3) allow student to compete for the grand prize 4) redeem its flower value.

Garden Needs

You will need several things in order to grow your garden. They are as follows:

- *spade*. You will need one spade, which you can use till the end of the year. You will get a spade by answering a specific question given at the beginning of a contest. You can participate in a contest without a spade, but can only win seed packets.
- *seed packets*. To start your garden, you will need three seed packets, which may be purchased in certain class competitions (optional). If you go beyond your three required packages, you can use your seed packets for more abundant flowers in your garden. Hand in five seed packets, and you will get two flowers from the garden center. You must hand in all of your seed packets when you start your garden.
- *sun and rain*. Sun and rain allow a student to participate in each contest. The sun and rain points are acquired through quiet, attentive behavior in class. When students talk out in class

they will get a drought point, which will prohibit them from participating in the next contest. By handing in an extra sun and rain point, can prevent the drought.

Garden Trouble

All garden trouble points affect the next occurring contest. The red points affect the student who gets them; the blue points affect other students.

- *poison ivy*. A poison ivy point will require other contestants to answer two questions each turn unless they have calamine lotion.
- *poison oak*. When there are two or three remaining in a contest, a poison oak point will allow a student to disqualify his fellow contestants and automatically win, unless one of those contestants has calamine lotion.
- *drought*. The drought will either prohibit a students from participating in the next contest or wilt one of his flowers with the highest point value (or if the student does not have any flowers, lose one of his seed packets). A drought comes when a student is not being quiet or showing attentiveness.
- *baby's breath*. Baby's breath is toxic to humans, and in a contest in will be toxic to your garden. Students must forfeit their highest point (including a dandelion) if they get this point by not answering the baby's breath question.
- *clouds*. Rainless clouds will take away the sun and rain, covering the garden for weeks, causing mildew and fungus. Students will get a cloud point if they are not prepared for class three consecutive weeks. Some days, however, there will be cloud cover and only students with sun and rain will be able to win a contest.

Garden Helps

The following garden helps can be acquired by selling specific flowers or as designated.

- *fertilizer*. Fertilizer can be used to yield a contestant double the number of flowers, unless it is a dandelion. Fertilizer may be purchased by selling certain flowers in your garden.
- *calamine lotion*. Calamine lotion will help you if poison ivy appears in a contest.
- *helping hand*. A helping hand will allow you to get a flower in a contest if your designated helping hand wins. Helping hands may be purchased by selling a specific flower or by answering a special question at the beginning of a contest. If the question is answered incorrectly, the contestant will get poison ivy in the garden.
- *transplanting*. A gardener can transplant another flower in the garden, exchanging one of his flowers for another flower. The transplanting process involves being asked questions on past material. Except for transplanting the dandelion, the number of questions that a student must answer will be determined by subtracting the number of points indicated on the flower that the student wants to exchange with the number of points on the flower that he wants to transplant. Therefore, if a student has a Thistle and Yarrow (worth 3 points), he can uproot it and transplant a clover (worth 9 points) by answering 6 questions. The following points can be uprooted and exchanged: Thistle and Yarrow (3), Aster (5), Tiger Lily (7), and Clover (9). Only for the clover can a student transplant a dandelion by answering three questions. Except for the clover, the questions will come from *only* the last lesson and two of the most recent lessons. For the dandelion, a question can be asked from the first to last lesson.