

Grow Or Die

What once used to be a prosperous farming community has now been reduced to a wasteland decimated by the chemical attacks launched by the minotaur king during his failed attack. The only materials that you have brought with you are the clothes on your backs, some weapons, and 1 vegetable source that you have been snacking on in your journey to Terra Plantae.

At this point, you have all become quite hungry. There is no food source in this part of Verum Terra. You notice that your steam punk is deep in thought as he reclines against a stone wall while munching on a piece of vegetable scrap in his bag. “We can always regrow the vegetables that we have”, he says while examining the roots sticking out from the base of the vegetable in his hand. At this point, you are intrigued and continue listening. “If we save the bottom portions of these vegetables that we are carrying, we can start farming this stuff. Eventually, we can trade with any nearby guilds in the area accumulating different vegetables along the way. If we collect enough of these ingredients, we can make ourselves a pizza.” At this point, you scramble to find all of the vegetable scraps that are in your bag. It is time we do business. Game On!

Directions

- ❖ Select one type of vegetable to grow with your guild.
- ❖ You may grow as many of this vegetable that can fit within a 1 square foot of farming space.
- ❖ Sell your vegetables for the price that you choose.
- ❖ Earn vegetable cards for every vegetable that you buy.
- ❖ Collect enough vegetable cards to trade them in for pizza ingredients.
- ❖ Be the first team to make a pizza and you can bring your own pizza to class.
- ❖ Watch out though, there will be attacks along the way that can wipe out your gains.

How To Earn XP (800XP max)

Create a log book that includes the following information.

1. An accurate labelled drawing or labelled photograph of your plant that includes
 - Root type and the science behind how roots absorb water. **100XP**
 - Stem (function and internal parts) **100XP**
 - Leaves (Function and parts) **100XP**
 - How your plant pulls water up (creativity in explanation) **100XP**
2. Creative **testable** questions that relate to the problems that you are facing in growing your plant. **(5 questions minimum) 200 XP**
 - *Ex1. If you are worried that your water will evaporate over the weekend you may ask, "What effect will _____ have on limiting evaporation over the weekend" That is way more intelligent than asking "How can we stop the water from evaporating?"*
 - *Ex2: If you are not sure how much water your plant needs you may ask the question, "What effect will _____ amount of water have on plant growth as opposed to _____ amount of water?" That is way more intelligent than asking, "How much water will my plant need?"*
 - *Tip: Starting your questions with what effect will _____ have on _____ will almost always ensure that you are asking testable questions.*
3. Test the questions that you included above and provide some **observations**. Graphs, charts and pictures will help your cause. 200XP