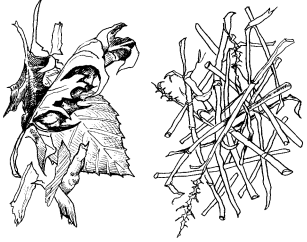


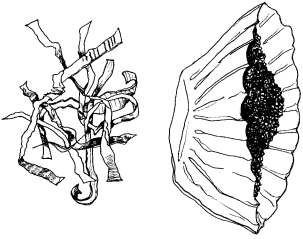
Complete the Compost Heap Playing Cards

CARBON SOURCE
brown, dry



Dry leaves, wood chips, straw

CARBON SOURCE
brown, dry



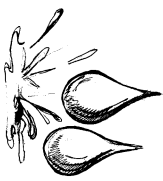
Shredded paper, sawdust, coffee

NITROGEN SOURCE-green,



Grass clippings, young weeds, fruit & vegetable scraps, manure from herbivores

WATER



Moist but not soggy

AIR



Turn pile, include some coarsely chopped material

SOIL ORGANISMS
(add soil)



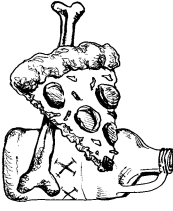
Bacteria, fungi, insects, earthworms,

SPOILERS
DO NOT ADD



Meat, dairy products, grease, toxic chemicals, droppings from carnivores, BBQ ashes, weeds in seed, poison ivy

SPOILERS
DO NOT ADD



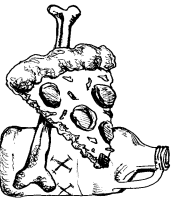
Meat, dairy products, grease, toxic chemicals, droppings from carnivores, BBQ ashes, weeds in seed, poison ivy

SPOILERS
DO NOT ADD



Meat, dairy products, grease, toxic chemicals, droppings from carnivores, BBQ ashes, weeds in seed, poison ivy

SPOILERS
DO NOT ADD



Meat, dairy products, grease, toxic chemicals, droppings from carnivores, BBQ ashes, weeds in seed, poison ivy

Complete the Heap Key Cards

COMPLETE THE HEAP KEY

2 –CARBON CARDS

1 NITROGEN CARD

1 WATER CARD

1 AIR CARD

1 ORGANISMS CARD

COMPLETE THE HEAP KEY

2 –CARBON CARDS

1 NITROGEN CARD

1 WATER CARD

1 AIR CARD

1 ORGANISMS CARD

COMPLETE THE HEAP KEY

2 –CARBON CARDS

1 NITROGEN CARD

1 WATER CARD

1 AIR CARD

1 ORGANISMS CARD

COMPLETE THE HEAP KEY

2 –CARBON CARDS

1 NITROGEN CARD

1 WATER CARD

1 AIR CARD

1 ORGANISMS CARD

Player Instructions – Complete the Compost Heap

A NEW version of the old game of SPOONS



SET-UP

- Put worm-like objects in the center of play area (table or floor). Have one less object than there are players. Pencils, straws, or pipe cleaners may be used. (If 5 students play, use 4 objects).
- Mix cards face down.
- Each player is dealt 6 cards face down one at a time, which are held until all players have their cards.
- Remaining cards are divided into roughly equal piles, passed out face down around the circle and placed between each player. Each player will have 6 cards in his/her hand and a pile face down to his/her left and right.



COLLECT

- When the dealer says, “GO,” play begins. Each player looks at his/her hand, and then picks up a card from the pile on his/her right.
- If the player needs the card to complete the compost heap, he/she keeps it. If the player doesn’t need it, he/she discards it onto the pile to the left.
- Collect 2 brown, 1 green, 1 purple, 1 blue, and 1 yellow card. Do not save red spoiler cards.
- Everyone plays at the same time, picking up cards from the right and discarding any they don’t need to the left. Play as quickly as possible.
- Everyone must always have 6 cards in his/her hand. You can only pick up and discard one card at a time.



TAKE a worm

- The first person to get all six cards takes a worm, trying to be sneaky, while continuing to play.
- Players must try to watch the worms while they play.
- After the first worm is taken, anybody can take a worm **EVEN IF HE/SHE DOESN’T HAVE ALL THE RIGHT CARDS.**
- The round is over when all the worms are gone. Players show cards and tell what was needed to complete the heap.



SPELL ROT

- Everyone with a worm gets the letter “R.”
- Play more times until one or more players get all the letters to spell “ROT”. If a longer game is desired, play until someone spells “COMPOST” instead of rot.