

Name: _____

Date: _____

Section: _____

Plant Response Activity

Plants Can Move? Yes They Can!

Phase 1: ENGAGE (5 minutes)

Getting Started: Open peebedu.com and navigate to Plant Response Simulator

First Look: You'll see two tabs. Start with 'Phototropism' (photo = light, tropism = turning)

What do you see? Check all: _____

Try This: Drag the sun to different spots. What happens?

Big Question: How do plants 'know' where light is coming from?

Phase 2: EXPLORE (18 minutes)

Mission 1: Sun Chaser

Part A: Light Direction Test

Put the sun in these positions and draw what happens:



Which way does the plant always bend? Toward / Away from light _____

Watch the purple dots (auxin). Where do they go? _____

- When light is on the right, auxin goes to the _____ side

Part B: Growth Detective

Time how long it takes the plant to bend (count slowly):

- Small bend: _____ seconds

Watch the new leaves grow. They point toward the _____!

Mission 2: Day and Night

Click on 'Photoperiodism' tab.

Part C: Flower Power

Move the day length slider and fill in:



Can turn it off?

Can turn it off?

Exit Ticket:

Draw an emoji for how you feel about plant movements:

- Mind = Blown!
- Pretty cool

- Still thinking
- Confused

One cool fact I learned: _____ One question I still have: _____

- –

Fun Plant Facts!

- Sunflowers track the sun all day long!
- Some plants can ‘remember’ being touched
- The Sensitive Plant closes when touched
- Venus Flytraps move faster than you can blink!
- Some bamboo grows 3 feet in one day!

Try at Home:

Bean Maze:

- Plant a bean in a shoe box
- Cut holes to make a maze
- Watch it find the exit!

Window Turner:

- Mark one side of a houseplant pot
- Check daily which way it leans
- Rotate weekly for even growth

Light Timer:

- Cover a plant at different times
- See if you can change when it flowers
- (Use fast-growing plants like beans)

Key Vocabulary

See activity for vocabulary specific to this topic.