Plant Response Activity: Plant Hormones and Tropisms
Plants Can Move? Yes They Can!
Phase 1: ENGAGE (5 minutes)
Getting Started:
Open peebedu.com and navigate to Plant Response Simulator
First Look:
1. You'll see two tabs. Start with "Phototropism" (photo = light, tropism = turning)
1. What do you see? Check all:
1. 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
1. Put the sun in these positions and draw what happens:
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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 left, auxin goes to the side
art B: Growth Detective 👼
1. Time how long it takes the plant to bend (count slowly):
Big bend: seconds
Watch the new leaves grow. They point toward the!
lission 2: Day and Night 🬙
Click on "Photoperiodism" tab.
art C: Flower Power
1. Move the day length slider and fill in:
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Can turn it off? Can turn it off?
Exit Ticket: ==
Draw an emoji for how you feel about plant movements:

∘ 🖋 Mind = Blown!

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Pretty cool

- Still thinking
- Confused

One cool fact I learned:	

One question I still have:

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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:

- 1. Bean Maze:
- Plant a bean in a shoe box
- Cut holes to make a maze
- Watch it find the exit!
- 1. Window Turner:
- Mark one side of a houseplant pot
- Check daily which way it leans
- Rotate weekly for even growth
- 1. 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.