

Activity: Design Goal: Social Populations: All but Corrections

## TH Activity Plan – Service Project: Making Plant Photo Game Cards

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### Materials

Mobile device (personal),  
tablets (school's or  
facility's)

Printed email address  
where photos will be sent  
for printing

Lamination sheets, paper,  
pens

**ACTIVITY DESCRIPTION:** Participants will do a service project making photo cards of plants for a game that other groups will use. This is a two-part activity.

### THERAPEUTIC GOALS:

**Cognitive/Intellectual:** Develop technology skills; expand knowledge about plants; practice leadership skills

**Physical:** Use visual skills; practice balance & steadiness taking photos

**Psychological/Emotional:** Take pride in doing a service project; feel sense of accomplishment helping others

**Sensory:** Consider sensory qualities of plants & try to photograph them

**Social:** Work as part of a team creating game cards; cooperatively share equipment & materials; contribute to the community

### STEP-BY-STEP PROCESS: Part One

1. **Pre-Session Preparation:** Gather materials. Pre-check that there are sufficient plants in the garden to complete the photo project.
2. Facilitator begins session by introducing service project where participants will make photo cards of plants using mobile devices (cell phones), tablets or magazine photos for a game others will play.
3. A review of *do's* & *don'ts* for the photos, how they should be photographed & used sets appropriate boundaries (no photos of people, no lewd photos, up-close photos in good light best, photograph all types of plants).
4. Review the process: take photos of plants, send photos for printing on computer (part 1), photos printed & laminated (part 2). Discussion of the process & of digital photos can provide an opportunity for participants to share their experience & expertise, (with facilitator promoting their leadership). An optional step to do research on plants, identifying their name, some basic or interesting facts can be added to the back of the photo card.
5. Group organizes itself, in groups of twos or threes, to take photos of the plants (trees, shrubs, flowers, herbs) with good coverage of garden (participants can take the lead for this part). Define the boundaries of where participants take photos (not in an adjacent backyard for example).
6. Each group reviews their photos, checking with facilitator for suitability & clarity, then sends the chosen photos for printing. This step may occur in a separate session. Research on plants would occur once plants are identified. A slide show of photos could be done to be shared with group immediately or later date.

### STEP-BY-STEP PROCESS: Part Two

1. The facilitator will have photos from previous session printed including plant facts for back of cards.
2. Participants work in groups of two or three to laminate photos & plant fact sheet making them into the photo game cards. Assistance using laminating sheets or "cool touch" laminating machine can be

provided by facilitator or volunteers. The photo group should have a chance to play the *Matching Game: Photos to Live Plants*.

3. A handwritten note(s) from the photographers can be prepared, to be included with the game cards, sent to the group or facility that will benefit from their service project.

**APPLICATIONS FOR POPULATIONS:** Using a technology-forward activity of photographing plants, participants work together to create game cards for use by others as a service project. This project is tied to THAD activity *Matching Game: Photos to Live Plants* (refer to this game, possibly play it before or after game cards have been created in this session). Youth, young children and older participants should find the technology aspect of this activity using mobile devices, cameras and tablets interesting. Therapeutic goals related to cognitive/intellectual function, learning, leadership, communicating with teammates, and expanding plant knowledge can appeal to many with health challenges across health domains including those with mobility, speech and sedentary habits.

Therapeutic goals in the social domain can focus on working cooperatively in a team, developing communication skills, assisting others especially with technology, gaining a sense of accomplishment completing a service project for others, and cooperatively sharing resources, equipment and materials. Organizing the team to photograph different parts of the garden and plants can be part of the session where participants take the lead vs being assigned tasks or areas by the facilitator.

**SAFETY CONSIDERATIONS:** Facilitators are responsible for knowing poisonous and toxic plants and plant parts. Participants should not use phones to take inappropriate photos or photos of people.

**NOTES OR OTHER CONSIDERATIONS:** The game cards that will be used to match the photos to live plants should have clear pictures, and can include plant name, and other horticultural information. Google Play (2022) [Plant identifier from photo](#) can provide plant names, but research will be required to add additional information. This will appeal to some groups, not others, and will require access to computers or use of personal mobile devices (which have sufficient data plans). Using a discussion of how to transfer the photos to hard copy, re-produce it, and laminate the cards can provide opportunities for role reversal where the facilitator lets others take the lead, share and transfer knowledge to group members. This activity works best for multi-session programs where the same participants are involved.

Plants that photograph well include those with distinctive characteristics of shape, form or color. Include trees, shrubs, herbs and flowers. Don't forget grass. Some "easy" common plants: geraniums (*Pelargonium*), roses (genus *Rosa*), oak trees (genus *Quercus*), hens and chicks (*Sempervivum tectorum*), and milk thistle (*Silybum marianum*). Ones that are in the garden where the game will be played should be included if possible. More challenging plants to find and grow: mock orange shrub (*Philadelphus coronarius*), verbena (*Verbena officinalis*), tabebuia tree/golden trumpet tree (*Tabebuia chrysostricha*), cilantro (*Coriandrum sativum*). Plants with unique names: kangaroo paws (*Anigozanthos flavidus*), American skunk cabbage (*Lysichiton americanus*), balloon flower (*Platycodon grandifloras*), butcher's broom (*Ruscus aculeatus*) and cupid's dart (*Catananche caerulea*). Note that the *Matching Game* participants may not need to know or name the plant, hence having such info on the cards being constructed is beneficial. The *Matching Game: Photos to Live Plants* may use plants in containers where the plants do not thrive in that particular zone. The horticultural information can be educational for the card makers who will learn about plant hardiness zones and common and botanical plant names.

#### REFERENCES/ RESOURCES:

Austin, P.L. (2018). [Want to take better smartphone photos? Try these 10 tips from pro photographers.](#) Time.com.

Avis-Riordan, K. (2021). [Weird and wonderful plant names.](#) Kew Royal Botanic Gardens. Google Play. (2022). [Plant identifier from photo](#)

Southern Living Editors & Bender, S. (2024). [34 plants with funny names to add cheer to your garden.](#) Southern Living.com.

Edits were made for THAD purposes in 2024.

TH Activity Plan form developed by Lesley Fleming, Susan Morgan and Kathy Brechner (2012), revised in 2024.