

Using the Grow Game Cards

Tips and Tricks for Teachers

The Grow Games cards are excellent tools for introducing new topics, checking prior knowledge, and revising content. They encourage discussion, teamwork, and active learning.

1. Introducing a new topic

The cards are a great way to find out what students already know before beginning a unit.

Example: Starting a topic on soils

1. Select only the soil-related Grow Game cards.
2. Divide students into small groups
3. Give groups 10–15 minutes to work through the questions.
4. Ask students to sort the cards into two piles:
 - Questions they are confident answering
 - Questions they are unsure about
5. Have each group record:
 - The number of questions they felt confident about
 - The number they were unsure of

This gives you a quick snapshot of prior knowledge and helps identify gaps or misconceptions.

2. Measuring progress

At the end of the topic, repeat the activity using the same set of cards. Students again sort and record their results.

Compare the before-and-after results so students can clearly see their progress and improvement. This reinforces learning and builds confidence.

3. Using Grow Game cards for revision

The cards are also highly effective as a revision tool.

- Mix together cards from multiple topics already covered
- Have students work in teams to answer as many as possible
- Encourage discussion about how different topics connect to each other

This helps students:

- Strengthen long-term memory
- Identify links between concepts
- Develop deeper understanding rather than memorising isolated facts

You can increase the challenge by:

- Setting a time limit
- Awarding points for correct explanations
- Asking groups to justify their answers

Grow Game cards promote active participation, collaboration, and reflection. They turn both topic introductions and revision sessions into interactive learning experiences.

4. Other suggestions

The Grow Games cards are an effective activity to help prepare students for competitions such as Clash of the Colleges and Junior Young Farmers. They build knowledge, reinforce key concepts, and develop the quick-thinking skills required in competitive events.