This brand new, innovative and interactive exhibit, which features a collection of larger-than-life outdoor games, will:

• Increase attendance due to its game-based entertainment value.
• Strengthen your garden’s relationships with donors, patrons, and community.
• Draw new visitation.

• Demonstrate the balance, beauty, and connections in nature.
• Encourage children and adults alike to get outside, visit your garden, and have fun through the engagement value of these games.

Celebrate ecology through play with a new collection of larger-than-life outdoor games. This series puts an ecological and artistic spin on familiar favorites, from oversized tile puzzles to gorgeous hidden picture sculptures to giant food web chess and more. Visitors will have fun playing games that demonstrate the balance, beauty, and connectedness of nature.

For additional information on renting this exhibit, please contact Ed Lyon, Director of Reiman Gardens at 515-294-6212 or eslyon@iastate.edu.
Scavenger Hunt

Inspired by “I-SPY scavenger hunt”

Biomes:
- Sonoran Desert
- Great Smoky Mountains
- Florida Everglades
- Midwestern Prairie
- High Plains Alpine

Visitors can explore different biomes in the United States and learn about the plants and animals that live within those biomes by searching for certain images within each piece.
Morphing Morphology

Inspired by “cryptex”

- bur oak
- cottonwood
- eastern white pine
- flowering dogwood
- palo verde
- sabal palmetto
- sugar maple
- tulip poplar

This simple game allows visitors to match plant species through the different plant characteristics of native range, leaf, flower, fruit and seed. Each of the five wheels has eight different trees common to North America that visitors align by color and morphology.
Photosynthesize is a team based game where the strategy is to work together to pivot and tilt the maze, moving the ball to a series of designated spots. Visitors work together to navigate a ball through the six required elements completing the cycle of photosynthesis.

**These elements include:**
- carbon dioxide
- water
- sunlight
- chlorophyll
- oxygen
- glucose

One to eight people can work to balance the ball and maneuver through an organic maze to reach all six checkpoints marked with a different element. This maze form is inspired by the veins of the ubiquitous red maple tree leaf viewed at a microscopic level.
Food Web Chess

Inspired by “chess”

Queen - Red Tailed Hawk
King - Grey Fox
Bishop - Painted Turtle
Knight - Praying Mantis
Rook - Stink Bug
Pawn - Dandelions, Clover

Chess has been played since ancient times and is one of the few truly international games. This version of chess includes a twist where the pieces represent animals from different parts of the food chain. Once the game starts, one goes through multiple food chains and creates a food web, illustrating the interconnectivity of nature.
Tile puzzles are often used in the form of small hand held mechanisms that usually depict an image, phrase, or ordered number set when completed. The puzzle pieces slide up, down, and side to side within the frame of the device.

These large-scale sliding tile puzzles draw connections between different biomes and their biggest threats. There are two different difficulty levels for different ages. The double sides create the cause-and-effect component of the game. Once one side is completed, the other side is scrambled. When one biome is fully visible, its threat is diminished, and vice versa.

**Biomes and their threats include:**
- Wetlands & Pollution
- Desert & Irrigation
Consequence is a representation of human impact on the environment. The balls are surfaced with relief patterns of endangered species while the poles of the game represent negative human actions. As the individual removes each pole, balls may tumble down. The message of this game is that some human activities can result in the destruction of natural ecosystems, which are kept in a delicate balance.
BEEEd Maze

Bead mazes offer simple amusement to children as they push small beads around twisted and interwoven metal rods. Visitors can experience this simple toy in human scale with an educational component! The BEEEd maze illustrates the process of pollination while acting as a toy. The twisted poles are arranged in different shapes and heights. Bees will be pushed around the system as they “pollinate”. The BEEEd maze is scaled to be used by all ages, but especially toddlers and young children.
In Connect Food, one player is a moth and the other is a butterfly. Each player has to align four of their own disks, and each disk has an imprint of either host plant, caterpillar, adult butterfly, or nectar (food) plant. In order for the player to win, he/she has to align all four needs of their moth or butterfly (in any order).
Dice Sculpture

A large-scale sculptural piece relative to game playing – this ubiquitous game piece is a visual that the exhibit is game-themed!
Playing Cards Photo Op

Playing cards beautifully designed with a botanical theme allow visitors to become one of the card faces and post it on social media for everyone to see the fun!
Puzzle Cube Play House

A play off of the classic puzzle cube allows young children to play inside a highly recognizable cube easily identified across the world!
About the Designers

This exhibit was created by Reiman Gardens, located in Ames, Iowa, in collaboration with Iowa State University and the College of Design faculty and students.

Project Team

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ISU Faculty - Department of Architecture
Role: Project Artist Lead | CM

Justin Dahlberg PE
Structural Engineer | Saul Engineering

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