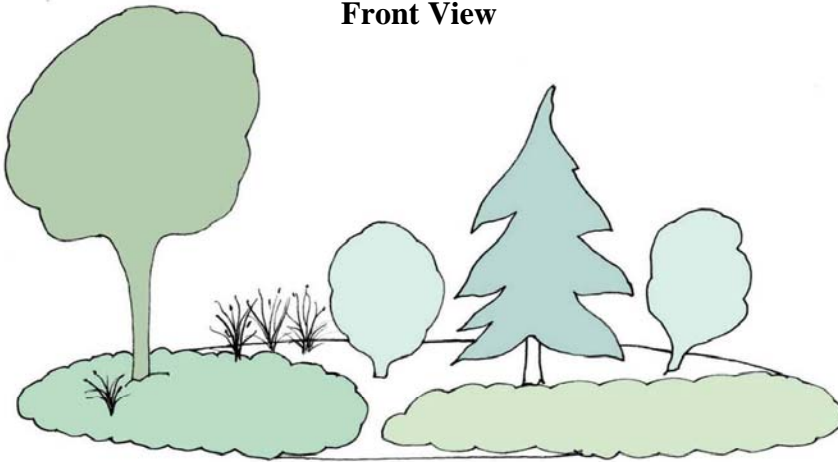
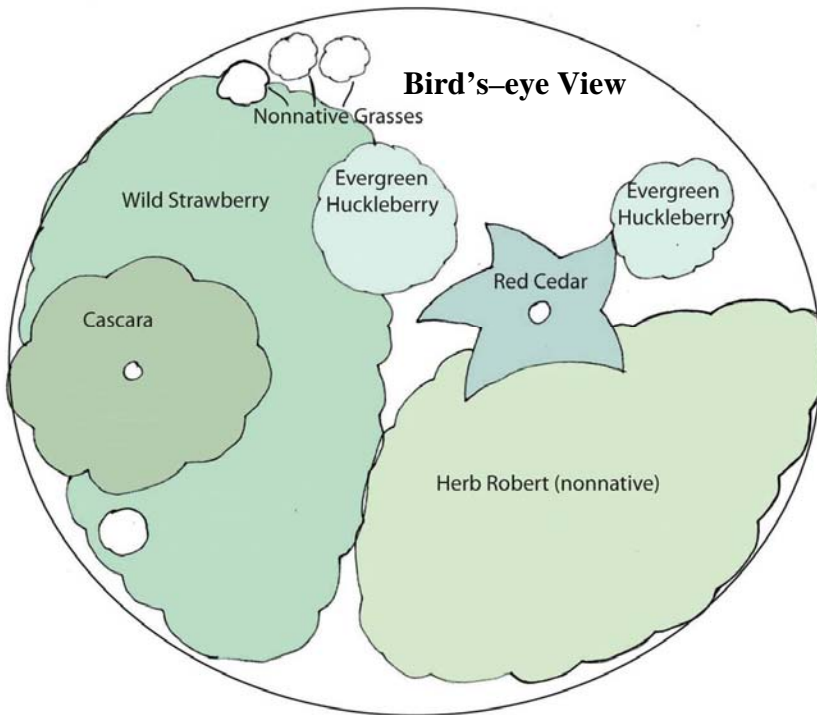


HOW-TO-DO ACTIVITY- PLANT ASSESSMENT PLOT VEGETATION

Front View



Bird's-eye View



Educational Goals of this Activity

- Learn to identify native and non-native plant species in the plots.
- Reinforce mapping skills using ‘birds-eye view’ technique.
- Determine existing vegetation layers, native vs. non native plants and plant health in the planting plots. This can provide information to determine management plans for:
 1. Potential enhancement plantings to provide more layers, and to replace dead vegetation.
 2. Removal of non-native species if needed.

**How to Fill Out the Plot Assessment Form
Plant Name and Type:**

Identify plant species to determine native or non-native status using field guides, Native Plant ID and Weed ID cards, project plant lists (if available) and personal knowledge. Photograph, sketch or collect herbarium samples of unknown plants for later ID by a plant expert.

Count:

Count total numbers of plant species within the plots. In some cases this may be difficult (as with masses of weedy plants) so estimate.

Layer:

Determine whether the plant is a groundcover (up to 16 inches), understory (up to 16 feet), or canopy (over 16 feet).

Health:

Use general terms and personal observation to assess health. Although obviously subjective, this can provide useful data. For example, this information may indicate the need to replace plants. Final analysis may require expert assistance. Note: Q&E Activity 2-1 *Dead or Alive?* may be helpful in determining plant health in winter.

Plant Name	Type: Native (N) Non-native (NN)	Count: How many	Layer: Canopy, Understory, Groundcover	Health (healthy, weak, nearly dead, dead)
<i>Casacara</i>	N	1	<i>Canopy</i>	<i>Healthy</i>
<i>Wild Strawberry</i>	N	25+	<i>Groundcover</i>	<i>Healthy</i>
<i>Unknown grass</i>	NN	6	<i>Groundcover</i>	<i>Dormant</i>
<i>Huckleberry</i>	N	2	<i>Understory</i>	<i>Weak</i>
<i>Red Cedar</i>	N	1	<i>Canopy</i>	<i>Healthy</i>
<i>Herb Robert</i>	NN	?? lots	<i>Groundcover</i>	<i>Healthy</i>