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1. Where do flowers go when they need to recharge after a long day? 
   The Power Plant.
2. What has no fingers but lots of rings? 
   A tree.
3. Why was the weeping willow so sad? 
   It watched a sappy movie.
4. Why was the tree stumped? 
   It couldn't get to the root of the problem.
5. What did the big flower say to the little flower? 
   "What's up, bud?"
6. What did the plant tell the DJ? 
   Turnip the volume!
7. When does a farmer usually dance? 
   When they drop a beet.
8. Why do trees have so many friends? 
   They like to branch out.

Ready for some fun in the garden? Cut out the square below and fold it like a paper fortune teller (see page 2 for instructions). Be sure to share your fun with us on social media at @foodcorps!
**Folding Instructions**

1. Cut out the square.
2. With the printed side down, fold all four corners into the center. This will make a square with the grapes, mango, avocado, and beet pictures on top.
3. Flip your paper over and fold the corners to the center again. This will create a smaller square with the numbers on top.
4. Fold the square in half so the avocado picture is on top.
5. Fold your square in the opposite way so the beet picture is on top.
6. Place your fingers into the bottom of the paper and pop it up to make four cone shapes.
7. Your Garden Joke Teller is ready to play!

**How to Play**

1. Hold your garden joke teller with two hands. Place your thumbs and pointer fingers inside the cone shapes. Have a friend choose an image on the top (grapes, mango, avocado, or beet).
2. For every letter in the picture chosen, open and close the garden joke teller alternating between up and then across with your fingers. For example, if your friend chooses the mango, you open and close the game 5 times ("M-A-N-G-O"). If they choose the beet, you open and close the game 4 times ("B-E-E-T").
3. Next, have your friend choose one of the numbers inside of the game. Open and close it that number of times. If your friend chooses 7, you open and close the game 7 times.
4. Have your friend select another number, but instead of counting again, open the flap. Read the joke inside and play again!