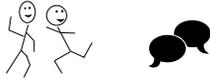


ACTIVITY: Kids play a game to discover how animals must overcome natural and human-caused obstacles following current

GRADE LEVEL(S): K to 5th



15 minutes

OVERVIEW: Science, conservation, physical activity

DISCIPLINES: Science, oceanography

OBJECTIVES: Students will be able to:

- discuss how and why animals follow ocean currents
- recognize that pollution travels around the world in currents
- discuss how pollution is detrimental to animals and the ecosystem

- MATERIALS:
- color index cards or paper
 - poker chips or other kind of token to represent “fish chips”
 - Pre-written “Obstacles and Opportunities” in bowl

OPTIONAL for obstacle course:

- Safety traffic cones
- Hula hoops

WHAT TO DO:

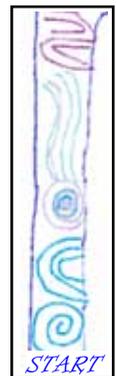
Preparation:

On small pieces of paper, write different obstacles and opportunities a penguin might face in the ocean. Kids can earn or lose fish chips, have to start over, (and with older kids) be out of the game. Examples include

- Trash in the current gets in your way. Go back two swirls.
- You find a huge school of fish. Get three fish chips.
- You think a piece of plastic bag is a fish. You eat it and get sick. Start over.
- You swim into a school of sharks, but survive! Take 1 fish chip.
- The wind stops, which causes the current to stop. Stay in this spot one round.
- You can't find any fish. Lose 2 fish chips
- A sudden storm blows you off-course. Start over
- A plankton bloom causes the fish population to explode. Take 5 fish chips.
- A fishing boat just caught all the fish. You're out!
- You got caught in an oil spill. Scientists rescued and released you. Take 2 fish chips.

Obstacle Course:

- You can use the *Go with the Flow* current map or create a new one.
- Determine the start line and the direction kids will travel.
- Randomly place different color index cards or paper throughout course along with “fish chips.”



STEP 1: Tell the kids that they will become penguins following fish. The fish are following the cold-water currents to find food. This is not a race.

Explain that they will follow the movement on the current map. Like penguins, they'll run into obstacles that make it hard to survive and opportunities that help them survive. When you call "obstacle" have students move to closest card. More than one student can stop at a card.

STEP 2: One at a time, have the kids start following the currents. If younger students, have them flap arms up-and-down to mimic a swimming penguin. If they get to the end, they start over until they're out or the game is over.

STEP 2: Call "obstacle." The kids have to move to the closest piece of paper.

Choose a color. Then choose a pre-written obstacle/opportunity and read it to the kids. For example, tell anyone on purple: "A bigger penguin ate your fish. You lose 1 fish chip." Have the students leave one chip in that pile.

Continue with game. Repeat as many times as desired.

STEP 3: At the end of the game, discuss how many kids made it through the current, how many fish they got, and discuss natural and human-caused (pollution, loose nets, overfishing) obstacles animals in the ocean face, and how kids can make it easier for ocean animals (reduce, reuse, recycle).



Allow students time to write down (or draw) their thoughts, discoveries, and questions in their *Deep Thoughts Journal*.