



Marine menace

YEAR LEVEL

Years 4 – 6

MATERIALS

Video clip 2 minutes on oceans – marine litter

PowerPoint presentation
4-6 Lesson 1.ppt

Equipment for Ss to view
video clip on

Healthy Waterways Games &
Activities book P.3

KEY WORDS

- Ocean
- Marine
- Debris
- Rubbish
- Litter
- Sea
- Beach
- Environment

Consumption - everyday items are made up of different materials all of which last for varying time frames. We live in a throwaway culture and once disposed of some of these discarded items can make their way into our waterways and cause cause problems for the environment.

This rubbish is called marine debris

Orientation:

20 questions – Ss attempt to guess the term 'marine debris' through a 20 questions game. You may want to start the game with a very easy object in the classroom to capture Ss' interest. Don't tell the Ss what object you are thinking about – Ss have to take turns asking questions to try and guess. Write any correct answers on the whiteboard. Most Ss will know this game and after one or two practice runs tell Ss the next item is outside the classroom and is more difficult to guess - it may even be two words. The object is to get the Ss to guess the words 'marine debris'. Give clues along the way to help and encourage Ss. Ss may not come up with the exact words of 'marine debris', however when they are close, there should be enough synonyms on the whiteboard and T can cover the new words with them. Two Minutes on Oceans w/ Jim Toomey: Marine Litter

Let Ss know they are going to watch a video to help them understand what marine debris is: <http://www.youtube.com/watch?v=DtfAhy2lgAA>.

Ask questions after the video clip to check for understanding.

You may also want your students to view the Tangaroa Blue video clip on 'What is marine Debris?'. To find this video clip, visit the following link: <http://www.tangaroablue.org/resources/how-to-manual.html>



Volunteers on a beach clean-up day. Snapper Island - FNQ



AUSTRALIAN
MARINE DEBRIS INITIATIVE





Marine menace

What is marine debris?

Ss learn what kinds of objects can end up being marine debris. Ask Ss what kinds of rubbish can end up in the ocean – what did they see on the video clip? Make a list on the whiteboard.

Human activity makes marine debris:

Ask Ss what kinds of activities each item in the list is used for. For example, a plastic water bottle: What is it made out of? What is it used for? How many times does it get used before it gets thrown away?

Ss work through 'The source of the problem' P.3 of Healthy Waterways Games & Activities book to show their understanding that marine debris comes from human activities.

Why is marine debris a problem?

Ask Ss if they know where rubbish goes after it is thrown away? Is it meant to be in an environment like the ocean? Elicit Ss' ideas about why they think marine debris might be a problem for the environment.

Visual representation:

Pictures speak 1000 words. Play the Lesson 1 Marine Menace PowerPoint presentation on the whiteboard for Ss so they can see what sorts of items end up being marine debris and some of the marine life that has been affected by it. This will help Ss prepare for their marine debris poster or booklet.

Marine debris poster:

Ss could make a little cartoon sequence, booklet or poster showing their ideas about marine debris. T will need to model this activity on the whiteboard and elicit some useful language for Ss before they do the activity. Ss can show in their work their understanding that marine debris comes from human activity and affects marine life.

Take an online quiz

The Tangaroa Blue website has an online quiz by Quizlet that your students can try. You may want to do it as a whole class, or enable your students to try it on their own. Take some time to have a look at the quiz and find the time frame that would best suit you and your students. Some teachers get their students to do the quiz at the start of the lesson series and others like to wait until the end.





Solutions

Extending activities:

The Creative Expressions PowerPoint presentation has a number of different synthesising activities that can be worked towards as a way for Ss to show and share their learning with peer groups, the school and community. This resource also gives examples of how you can combine with other subject areas and cross-curricular strands to increase Ss interest and assimilation.

Tangaroa Blue Foundation Teacher and Student feedback and reflection forms.

Feedback and student reflection is an important part of the student learning process and will also enable Tangaroa Blue to improve our education kit to reflect teacher and learner needs. Please go to the Tangaroa Website and fill in our online feedback/reflection forms:

Student feedback: <https://www.surveymonkey.com/r/3MTGL23>

Teacher Feedback: <https://www.surveymonkey.com/r/3M38HSC>

