



## KIDS ENVIRONMENTAL LESSON PLANS

This lesson plan developed by:



# Deadliest Catch

### Overview:

Students will engage in a hands-on fishing activity to learn about the effects of advancing technology on fishing stocks.

### Ocean Literacy Principles:

5. The ocean supports a great diversity of life and ecosystems
6. The ocean and humans are inextricably interconnected
7. The ocean is largely unexplored

### Key Concepts:

While many countries have laws regulating fisheries, there are no international governing bodies to enforce those laws. Too often the seas are viewed as a place ripe for the taking. The rate of exploitation of marine resources far exceeds the extraction of animal resources on land. This lesson provides a variety of activities that will help students understand the complexities of global fisheries.

### Materials:

- peanut and plain m&m's (Smarties and Swedish fish for peanut allergies)
- straws, reusable if possible
- bowls
- spoons
- pen/pencil and handout for each student

### Duration:

1 hour

# Deadliest Catch (cont.)

**Physical Activity:**

Low

**Activity:**

Give each student a bowl with 20 plain and 10 peanut m&m's, and a drinking straw. Explain that the plain m&m's represent smaller less profitable fish and the peanut m&m's represent larger fish that bring in more money. They get 1 minute to fish as many fish as they can by sucking the fish out of the bowl with the straw.

Round 1: The students need to keep their hands behind their backs during the first round. This simulates low technology, smaller catch fishing practices. Students need to record their catch on the handout. The fish left in the bowl represent fish not caught that can live to reproduce. After the first round, double the number of plain and peanut m&m's in each student's bowl.

Round 2: Repeat, but this time students can hold the straw in their hands. During this round, the added assistance with the straws represents advancements in fishing technology and increased catch. Record numbers and double remaining population at the end of the round.

Round 3: Give a few students spoons. These spoons represent long lines or other technologies that allow for large exploitive fisheries. Let those students know that they can move on to other student's bowls once they've wiped out their own fisheries.

Processing Data: Once students have completed the 3 rounds, the students need to analyze the results. Have students record their answers on the worksheet and discuss the questions below.

**Discussion:**

1. What happened to the overall population of fish as the technology advanced?
2. Where there differences in how many plain and peanut m&m's were taken out?
3. What effect can this have on the overall ecosystem?
4. How would you devise a plan to allow people to fish and to do so sustainably?
5. Does this activity remind you of anything?

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# Deadliest Catch (cont.)



## Fishing Activity

Name \_\_\_\_\_ Date \_\_\_\_\_

<i>Round</i>	<i>Number of plain m&amp;m</i>	<i>Number peanut m&amp;m</i>	<i>Ratio plain/peanut</i>
<i>Beginning</i>	20	10	2:1
1			
2			
3			