

Ecosystem

The object of the game is to be the leader of the "ECOSYSTEM", with everyone in the class on your team, by creating the largest and most diverse marine ecosystem. As we know, for a marine ecosystem to thrive there needs to be a diverse number of species.

To begin, the teacher can pick a category for the game. Some examples of categories for this game are: under the sea, fish, marine mammals, animals of the sea, sea birds, or any category that is related to the marine environment. The teacher should be moderator in this game.

- 1. Each player thinks of an answer that matches the category. Try to get the students to be specific with the name of the species e.g., basking shark rather than shark. Please use examples of marine species found in Irish waters.
- 2. One by one each student comes up to the teacher, and whispers their answer, the teacher then writes it down on a piece of paper beside the student's name. If one or more students have the same answer, then allow the student to give a new answer, so that no two students have the same answer. Remind students that they need to remember their answer for the duration of the game.
- 3. Everyone sits in their seats, as the teacher reads each answer in **random** order. The teacher repeats all the answers twice more, students will need to try to remember all the answers between them all, but try to ensure people don't shout the answers.
- 4. Select a player to start. This player thinks of an answer and tries to guess who would have picked this answer. They then ask a classmate e.g,, " Are you a clownfish?". If they guess incorrectly, then their turn is over and the person who was asked the question gets to take a turn.
- 5. If they guess correctly the Marine Ecosystem grows and the original person who asked the question becomes the leader of the Marine Ecosystem and the speaker of the group, the person who's answer was guessed correctly must join their team. The team can work together to figure out who else in the class could have which answer.
- 6. As people are asked questions, then several marine ecosystems (i.e. teams) are formed, this continues until all the answers are identified and one person becomes the leader of the entire ECOSYSTEM.

