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Ocean Literacy Leadership Games

"EMPTY THE GYRE"

FORMAT: Team Building Activity. You learn about the ocean, and then have to cooperate in order to take out as much plastic & other pollutants from the ocean as possible, as well as steps they & their friends and families can take to reduce their impact on the ocean.

Ocean Literacy Principles Highlighted: #6

GOAL: To have the participants learn about their impact on the ocean & how to reduce it.

MATERIALS:

4 Bucket Lids

1 Tarp

Garbage

Garbage Bag

2 round cones

RULES:

1. The entire group must cross the "ocean".
2. At LEAST 1 foot must be on a frisbee/the tarp at a time, otherwise they are taken away.
3. The garbage must be strewn around the stepping stones; those who cross must pick up as much as possible without leaving the stepping stone.
4. If anyone leaves the stepping stones, the whole team must restart and the garbage that they picked up will be dumped on the ground.
5. The group that picks up the most garbage at the end wins.

"FISH VS PLASTIC MONSTERS"

Materials:

8 Cones

3 Bowling pins

5 Balls

Principle highlighted: #5, #6

RULES:

The team(s) will be divided into equal numbers of plastic monsters and fish. The cones are used to mark a specific area which is the fishes' reef. The bowling pins must all be within the reef. The goal of the plastic monsters is to steal all 3 pins. The goal of the fish is to keep the monsters from stealing their pins, and thereby maintain their reef. The fish have to stop all the plastic monsters and can do so by hitting a plastic monster below the waist. When you have the ball, you cannot move; only pivot. You have five seconds to make your throw. If the ball hits another fish, one plastic monster is revived; if it knocks over a bowling pin, all the monsters are revived unless none have been hit with the ball yet, in which case the game continues. Plastic

monsters also have the ability to throw at fish, and if they hit another plastic monster, they have to return one pin. If a plastic monster steals a pin, they have to take it to the plastic monsters' lair, marked by 4 other cones. The game lasts 15 minutes, or until all the pins are stolen or all monsters are hit.

“PLASTIC GANG VS. SEA BIRDS” (MAFIA)

Materials:

At least 10 people

Rules:

Choose 3 people to be the plastic plague, choose another person to be the scientist, 1 person is Inspector Gousteau, and the rest are seabirds. The plastic plague decide who they want to kill. The scientist can cure one person per round. Inspector Gousteau can clean up plastic-in other words accuse one person per round of being plastic. If you are accused, you die. The objective is to either kill the plastic gang or everyone else depending on your role.