

Capture the Ocean

Objective:

→ The objective of this game is to teach children about how the sun and pollutants affect the oceans in a fun and effective way. The reflection afterward can either be written by each child or discussed in a group. The purpose of the reflection is so that each child can get a deeper understanding of what is happening to our oceans.

Background Information:

→ This information can be told to the kids before or after the game. It is not necessary but is strongly recommended because it ties the game to facts which can further their understanding of the topic. (Please remember that these facts are simplified for children to understand)

- I. The ocean and the **atmosphere** together control weather and **climate**. They control the earth's energy and water cycles.
- II. The ocean takes the heat from the sun. This heat affects the **atmosphere**.
- III. The heat can impact rain and drought. The changes in sea surface temperature can cause the weather to change all around the world.
- IV. Hurricanes and cyclones are powered by water.
- V. The ocean absorbs about half of all **CO₂** that is put into our atmosphere. The ocean is a big part of the earth's carbon cycle.
- VI. The ocean is and always will have a big influence on climate change by storing, absorbing and moving carbon, heat, and water. This means everything we do, the ocean is impacted by.
- VII. When the ocean or **atmosphere** changes then it results in **climate** change that can badly affect our planet.
- VIII. **El Nino** happens every 2-7 years and is happening more and more often.

Explanation of Words:

→ Atmosphere

- A layer of gas around our planet. We call it air.

→ Climate

- The weather in a place for a long time (eg. cool, wet, hot, and dry climates)

→ CO₂

- A gas that is bad for the environment that is given off when burning fossil fuels

→ El Nino

- an abnormally warm ocean cycle that can have a significant impact on marine life and people.

How to Play:

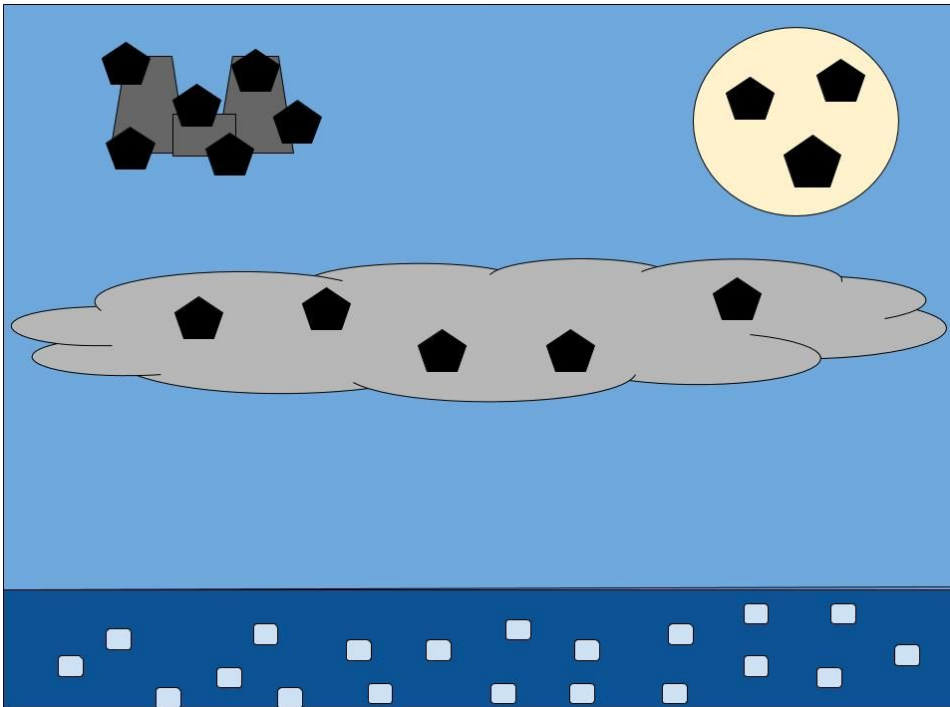
→ Set Up:

1. Separate into three teams: pollutants, clouds, and sun.

- a. Make sure that there are only a few sun players and about equal numbers pollutants and clouds.
2. Set up a sun base at one corner of the field.
3. Set up a pollutant base at the corner beside the sun base.
4. Set up the cloud base halfway down the field on one side.
5. Put all the bean bags (preferably blue) on the field on the opposite side from the sun and pollutants base.

→ The Game:

1. Sun can tag clouds which then have to go to their base before playing again.
2. Clouds can tag pollution which then have to go to their base before playing again.
3. Sun can't get tagged by anyone.
4. Pollution tries to get the bean bags from the ocean (separate from the cloud base).
5. Pollution all start in their base. Three can start and as soon as one of those three gets a bean bag they bring it to their base in exchange for bringing another pollutant into the game. (this represents how, every time a new factory (etc) is built, more pollutants start destroying our oceans).
6. The game ends once all the bean bags are in Pollutions base.
7. To have the game represent us stopping climate change, have more clouds than pollutants.



Game Reflection Worksheet: [Game Reflection WRKST Doc](#)