

LET'S SAVE THE SEA



GOALS

- Introduce the plastic problem in the sea for underwater life with a game approach
- Think about possible solutions for cleaning the sea from plastic



WHERE

In the gym, in a pitch/courtyard
or anywhere with a large space



TIME

30/40 minutes



TOPIC

Marine plastic pollution; the dangers for the
underwater ecosystem; possible solutions for
cleaning the sea



LEVEL OF PHYSICAL ACTIVITY

Medium-intense





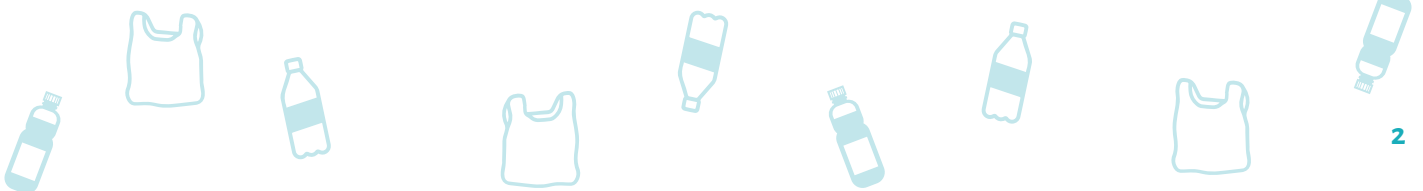
BASE CONCEPT

Plastic waste that ends up in the sea poses a serious danger to the life of marine species. One of the important questions that the challenge of plastic pollution raises, therefore, is how to clean the sea from the enormous number of plastics and microplastics already present today. Positive examples that can be presented to children starting from this game are that of the exploitation of fishing boats at sea for waste collection and the plastic-eating bacterium.



HOW DO YOU DO IT

- 1 You start by dividing the group into two teams: Plastic on one side and Life at sea on the other.
- 2 Two areas are created at the two ends of the playing field: one will be the "prison" of Plastic, and one the "prison" of Life at sea. The remaining playing area represents the sea. The "role cards" are drawn by the two teams. The objective of the Plastics will be to trap all marine animals, while the objective of the Life at Sea team will be to remove all the Plastics from the sea.
- 3 For each team there will be 2 types of roles: part of the team will be made up of "hunters", the rest of "fugitives". The goal of the hunters is to capture all the fugitives of the opposing team and remove them from the sea, bringing them to the prison. The goal of the fugitives is to escape and not get caught by the opposing hunters. At the goal of the fugitives is to escape and not get caught by the opposing hunters. At the start the players start running, escaping or capturing their opponents. The game ends when the first team has captured all the opposing escapees, or a time can be given and at the end of the time to see who has more people in their prison. Repeat the game several times so the kids can try out different roles.
- 4 At the end of the game, you can make a reflection on the roles, such as: In the Plastics team, for example, there are the threads of the nylon nets and the plastic rings of the cans that capture and trap marine animals: where do they come from? How can they be prevented from ending up in the sea? The hunters of the Life at Sea team, on the other hand, are the fishermen and the plastic-eating bacterium, who can remove plastic waste from the sea by fishing or eating it: ask the children to think of other ways to remove plastic from the sea and reflect on the importance of research and innovation. Ask the children how they think plastic can affect the life of fish and marine species and ask them how they think it could be done to make the sea cleaner.





WHAT DO I NEED



**TAPE OR CONES
TO MARK TWO
AREAS**



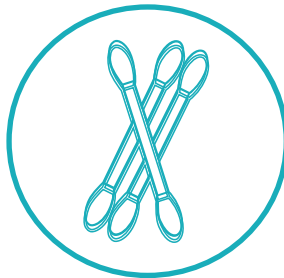
**ROLE
CARDS**

ROLE CARDS

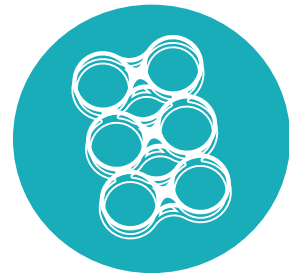
Here are some examples of roles ready to be filled. Prepare as many cards as there are children



Plastic bag



Cotton swab



HUNTER

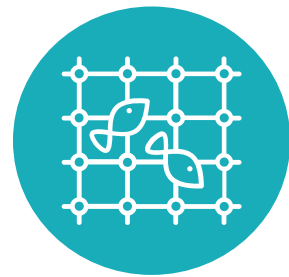
Plastic six-pack rings
of cans



Used bottle



Bottle caps



HUNTER

Nylonnets



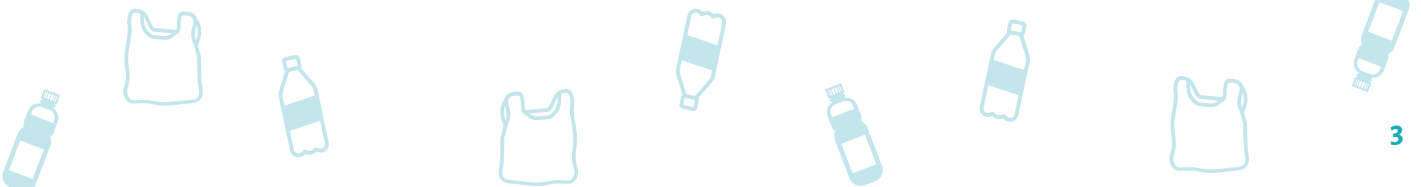
Straw

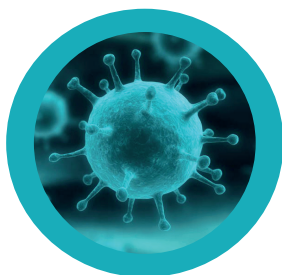


Plastic cup



Tin of detergent





HUNTER
Plastic-eating bacteria



HUNTER
Plastic fishermen



Turtle



Seal



Dolphin



Occhiata



Swordfish



Seagull



Shark

REMEMBER THAT SHARING IS IMPORTANT!

Take a picture to tell us about your experience in class and send us an email at: info@istituto-oikos.org.
Share it on social media with the hashtags: **#LifeBeyondPlastic#PlasticLessSchool!**

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