

FISHING GAMES

Can be used in conjunction with Fishing or Environment Achievements

CRAB FOOTBALL

- The group divided into two teams.
- Goal lines are marked ten metres apart with a line of markers.
- Teams sit on own goal line, facing each other with arms extended behind - crab like.
- A large rubber ball/balloon is placed on field midway between goals.
- At the signal both teams move forward keeping the crab position. Players attempt to pass ball to team mates and then kick the ball over the goal line. If a goal is scored teams line up again on own goal line and begin again.



OCTOPUS

Introduction: Octopus are great hunters with excellent eyesight. They can travel from one rock pool to another by pulling themselves out of the water and across the reef top. Octopus will pounce on unwary crabs and crayfish, grabbing prey with long flexible arms and sucker discs. After the game the girls could discuss food chains, what do octopus eat, who eats them.



- Players chosen to be octopus sit in the middle of marked area.
- Remaining players are crayfish and stand side by side at one end of area.
- On signal crayfish try to cross to opposite side without being tagged by octopus. Crayfish walk backwards on all their legs (crab position). If tagged they sit down immediately and become an octopus and try to catch crayfish by stretching out arms (tentacles). Note octopus must remain seated for this game.
- Remaining crayfish line up on opposite side. On signal they try to return.
- Game continues until everyone is an octopus.

SHOW AND TELL

After the topic has been introduced ask the girls to bring an item from the sea ie shells, dry seaweed, driftwood.

- Place these items in a soft bag or box with a lid
- Choose a volunteer who comes forward and without looking chooses an item and describes it by feeling it.
- Others try to guess what the item is.
- When they guess correctly, or after three guesses, show the item and discuss it.
- Alternative 1 – first player can look at an item. Other players can then ask 'yes' & 'no' questions to work out what the item is.
- Alternative 2 – Place all the items on a tray and give the girls two minutes to study the items and memorize them. Cover the tray and get the girls to write down all the items they can remember.

