

**Board Game, « See you at the Reef »: Coral Reef's users and consequences of their actions on the reef (9 - 11 years old)**

**Teaching outcomes :** Learn to know Coral Reef ; Gain awareness of the various dangers the reef is exposed to, particularly those linked to humans, and grasp their consequences ; Gain awareness of the necessity of discussion and collaboration between the various users so that the Coral Reef is managed efficiently, within an objective of sustainable development, i.e. to ensure its conservation without preventing human activity.

« See you at the Reef » is a cooperative board game which features different users of the Coral Reef. The aim is for the children to gain awareness that in order to be efficient, the management of the Coral Reef - an ecosystem of both remarkable biodiversity and great fragility - , must take into account the different users and above all, encourage discussion and collaboration among them. Four main types of users with different kinds of behavior have been selected : fishermen, tourists, seaside inhabitants and wardens of the marine protected area. This is a board game with several possible paths. The central coral island, in the form of a jigsaw puzzle is the finishing point. The route to it is punctuated with « winning squares » (after winning four tokens you can go to the island), or « losing squares » (pictograms with various types of aggressions for the Coral Reef : if you land on one, then a piece is taken out of the island). Each of the four players takes on the role of an user. The aim is to reach the reef before it is destroyed, so everything must be done to preserve the Coral Reef and its resources. In order to win, however, all the users (and not just one of them !), must join each other on the island, and therefore help each other. If the users are less numerous, then they re more likely to win, whereas the more players there are, the higher the risk of destroying the reef, in keeping with the pressures exerted on Coral reefs by their users, ever more numerous. There is no « rebuild » square since humans can only destroy or preserve Coral Reefs

**Know and understand to preserve,**

**Inform and educate to change behaviors....**



**MARECO**



**« Coral Reef in our hands » Teaching Toolbox**

MARECO aims to inform and raise awareness among young people towards the challenges of Coral Reef Protection, and to provide them with essential knowledge in order to have them understand this particular ecosystem. To this end, the toolbox puts together three tools, a true pedagogical support of sensitization activities.



**Picture Book**

« The Colours of the Reef »



**Card game**

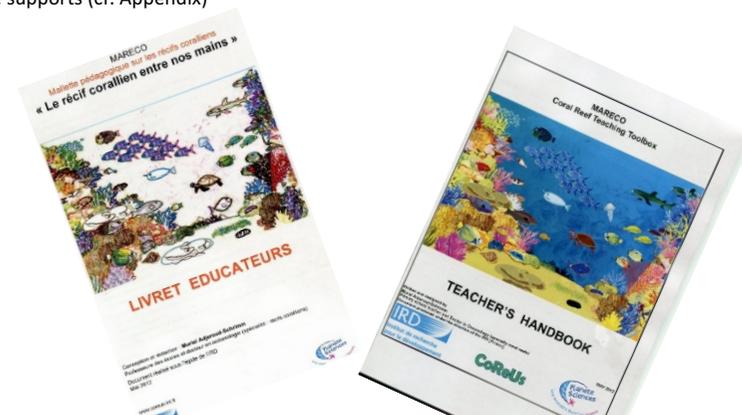
« Coral Reef Happy 7 Families »



**Board Game**

« See you at the Reef »

All 3 educational supports included in the toolbox can be used rather individual or simultaneously as workshops. Each one of them, used separately, allows to approach different notions concerning Coral Reef and to deliver many messages to bring awareness to its necessary protection. The toolbox has been conceived for children aged 5 – 11 (primary school). Bilingual English and French, it includes a **Teacher's Handbook**: The first part will enable educators to acquire a wide range of basic scientific knowledge and the second part proposes key pedagogic activities for each of the supports (cf. Appendix)



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### Picture Book, « The colors of the Reef »: The Coral Reef and its disturbances (5-7 years old)

**Teaching outcomes** : Learn to know the Coral Reef ; be aware of its richness and of the dangers to which the reef is exposed, in particular those linked with men and understand its consequences. Raise awareness of each individual's role in its preservation, having understood good behaviors and small attentions towards Coral Reef ; we mean Eco citizen behaviors.

The marine world is fascinating for children, especially if they discover it in the form of an illustrated story. In this Picture Book, Polly, a delightful little character appearing as a coral polyp, takes us with her to explore her living environment, the Coral Reef. Throughout the pages, we get to see different aspects of this ecosystem which appears more or less healthy : its wealth, its fragility, the natural and man-made disturbances it undergoes, and its management via the implementation of a Marine Protected Area. In each illustration, there are shaded pictures with a dotted outline, which match the color pictures in the cut-out sheet. The last illustration shows a global view of a healthy Coral Reef, with different kinds of fish to be identified. A coloring sheet is also included in the Picture Book.

### Card Game « Coral Reef Happy 7 families »: Coral Reef's biodiversity (7-9 years old and up)

**Teaching outcomes** : Get to know the inhabitants of Coral Reef ; Gain awareness of the biodiversity of living things in the coral environment ; Gain awareness that these living things are classified in groups - introduction of the notions of scientific classification and evolution via a few elementary classification criteria - , of the role and place of each living thing in the food chains and network- and living things' different kinds of relationships : predation and / or association among species.

In the Card Game, the animal and plant living beings that populate the Coral Reef are introduced to children in an entertaining way. Indeed, the cards do not feature photographs, but cartoon-type illustrations in which most of this living things are personified. Therefore, children take to them easily, and are quicker to grasp the notions under study : biodiversity and classification, interaction between species (predation and associations). The word « family » here is not to be understood in its meaning of scientific classification, but picks up on the name of the classic card game Happy Families by bringing together varied species in fictitious groups. Each family has 6 members who represent a division of the living world. The members who make part of a family share characteristics represented by a symbol. Each of these divisions is itself represented by a characteristic species At the bottom of the cards its common name in English and its name in Latin. Each card also features a short text describing the species, which means that the game can be seen as a little story book about the Coral Reef's inhabitants. The game is divided for 2 – 6 players. The rules are the same as for a traditional Happy Families Card Game : the aim is for each player to make as many complete families as possible.