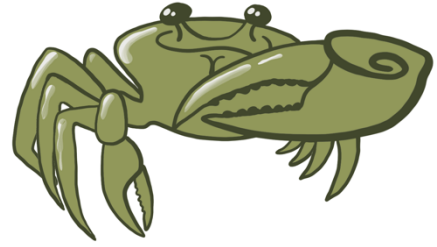


SEASHORE SURVIVOR



An environmental game about living on the rocky shore

This game helps people to understand the stresses on animals living on the beach. There is choice involved and a certain amount of luck too. The aim of the game is to survive through to the end without succumbing to a bad end!

PREPARATION

Photocopy, enlarge and laminate the crab pictures so they can be placed on the ground and stood on.

Make up a 'Survivor' disk that indicates if you survived or perished. A simple disk, coin, piece of card or bottle top coloured red on one side and green on the other is OK. A classier disk with "Lucky you survived." and "Sorry you didn't make it." on the other is good too. If playing with a big group it helps to have several disks (say 12) so the fate of more than one player can be found out.

Print out the hazard cards.

PLAYING THE GAME

Explain to the class that they are going to be crabs on the beach. Crabs have legs and can move. They can survive both in water and out of it for quite long periods of time, but surviving can be difficult all the same. As a crab they are a little limited in what they can do but some suggestions are on the laminated crab pictures (Run, Sleep, Hide under a rock, Find a tide pool, Fight, Jump into the ocean, etc).

Distribute the laminated pages on the ground within a comfortable talking distance.

Take the first card and read out the scenario to the group, for example, a flock of seagulls arrive.

The children now must decide what they are going to do. For example Run, Hide, Fight, etc. Give them time to discuss the options amongst themselves and then commit to a choice.

Now read out the corresponding hazard card. If they have chosen a good option they survive, if they have chosen a bad option then they have failed to survive, however they are NOT out of the game, but must remember how many times they have not survived. For those whose choice does not guarantee survival (ie 50% chance of survival) they must toss the Survivor Disc. The side that lands up determines their outcome.

The person(s) with the least 'deaths' is the survivor!

*This resource has been produced by the New Zealand Marine Studies Centre
with support and funding from the Institute of Environmental Science and Research (ESR)
Te Whare Manaaki Tangata, Taiao Hoki.*

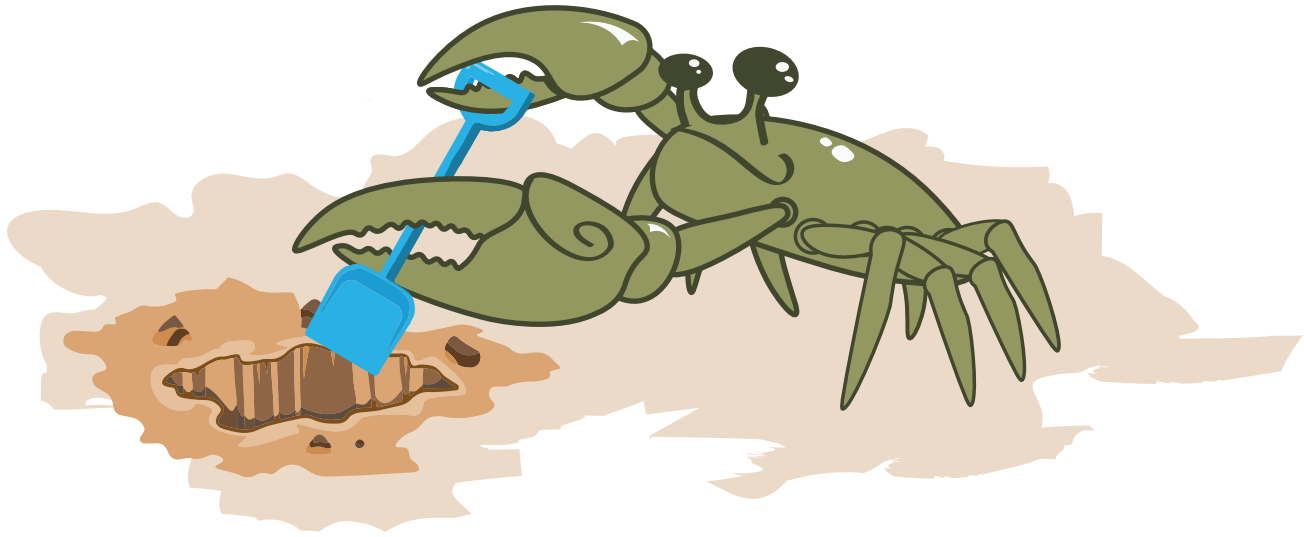
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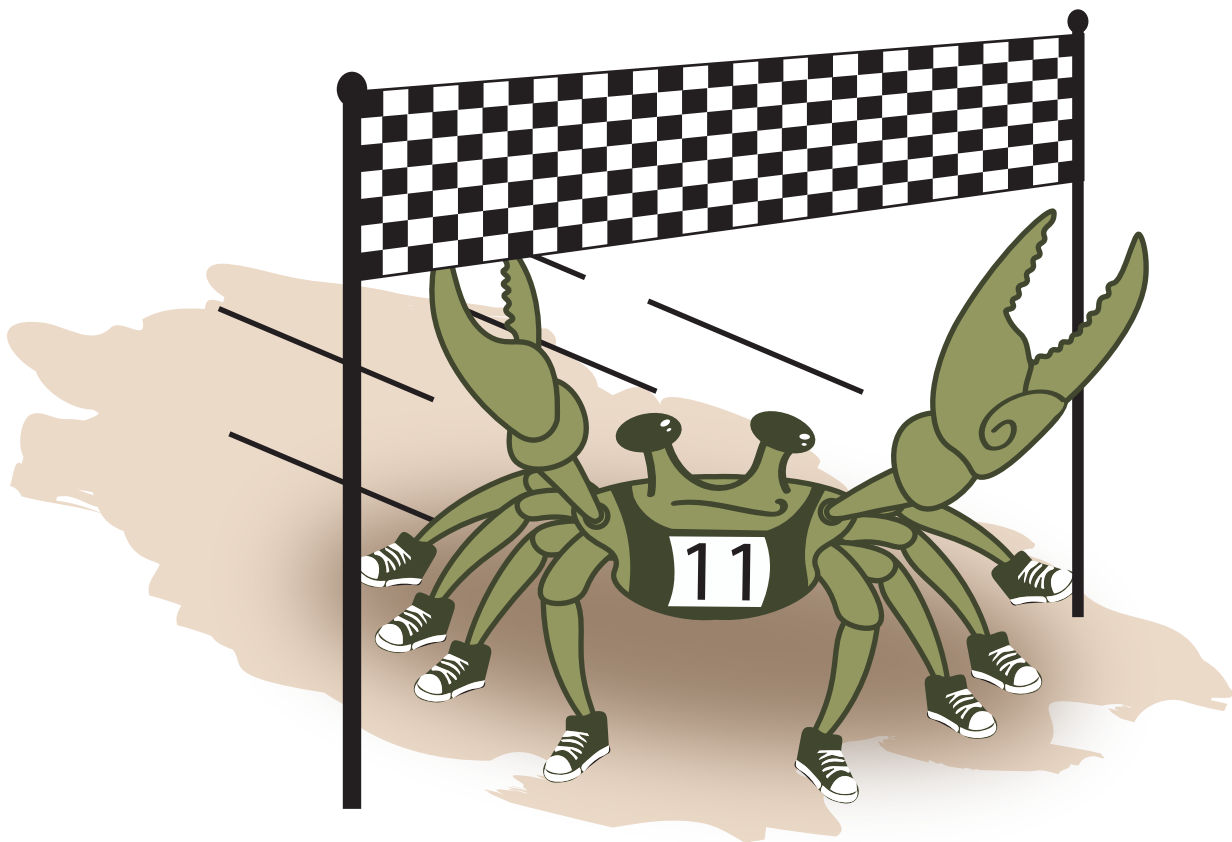
EAT



GO TO SLEEP



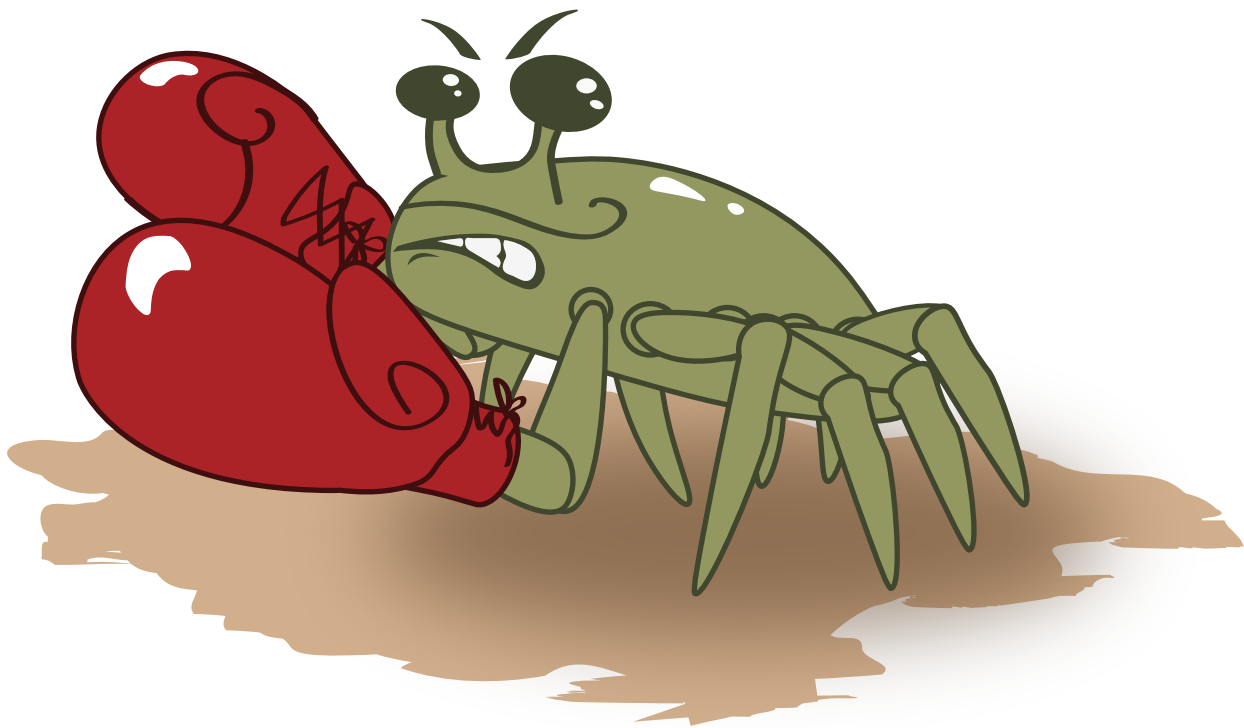
DIG INTO THE SUBSTRATE



RUN



FIND A TIDE POOL



FIGHT



HIDE UNDER A ROCK



JUMP INTO THE OCEAN

HAZARD

I. HEAVY RAIN

If you chose:

Dive into the Sea - you have solved the rain effects but the shallows are full of predators like spotties. Make another choice now or you'll get eaten!

Tide Pool - you may be in trouble, because the rain may dilute the salt in the pool causing you to swell up. Toss a Survivor disk to see if you survive.

Digging in the Substrate - is not guaranteed. Toss a Survivor disk.

Hiding under a Rock and **Going to Sleep** - are probably the best options. You must try and conserve body water.

For all other choices – toss the disk!

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HAZARD

2. SOME FOOD WASHES IN

NOTE: For 'Eat' to count at least some part of your body must be touching the card!

If you chose:

Eat - well done! Competition between individuals is often the most intense type of competition there is! Competition doesn't usually reward the winner, but may kill the loser! You don't need to be first, but don't be last!

Fight - it may work if the other crabs don't win. Toss a Survivor disk to see if you survive.

Hiding under a Rock and **Going to Sleep** - are good options, because you will conserve energy. Remember crabs don't use much energy not being warm-blooded, so food need not be a big issue.

For all other choices – toss the disk!

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HAZARD

3. A FLOCK OF SEAGULLS ARRIVE

If you chose:

Run - you are dead! Seagulls have good eyesight and will pick up movement easily.

Fighting - is no good you will never beat a gull! You are dead.

Tide Pool - you may be in trouble, because seagulls can swim. Toss a Survivor disk to see if you survive.

Digging in the Substrate and **Hiding under a Rock** - are probably the best options.

For all other choices – toss the disk!

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HAZARD

4. SCHOOL KIDS ARRIVE ON THE BEACH

If you chose:

Run - you are dead! Kids have good eyesight and will see movement easily.

Fighting - is no good you will never beat a human child! You are dead.

Tide Pool - you may be in trouble, because children like tide pools. Toss a Survivor disk to see if you survive.

Digging in the Substrate and **Hiding under a Rock** -are probably the best options.

For all other choices – toss the disk!

Hope they don't try picking you up or you may get dropped. Hope they don't roll rocks around, because that will squash you. Hope they don't try and keep you as a pet!

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HAZARD

5. A NEARBY LANDSLIP COVERS THE BEACH WITH MUD

If you chose:

Dive into the Sea - you have solved the mud problem, and the predators will be put off by the mud. Good choice!

Tide Pool - if you can find a tide pool it may be ok. It's a risk but this time you survive.

Digging in the Substrate or **Hiding under a Rock** - is no good; the mud will clog your gills. You don't survive!

For all other choices – toss the disk!

How would you cope if machinery was brought onto the beach to clear the mud?

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HAZARD

6. STORMY WEATHER WITH BIG WAVES

If you chose:

Hiding under a Rock - is a bad move! The rocks will roll around with the waves and squash you. You don't survive!

Tide Pool - you may be in trouble, because the waves may explode so hard that you are flung up the shore. Toss a Survivor disk to see if you survive.

Dive into the Sea - is probably the best option as there will be a little less water movement here.

For all other choices – toss the disk!

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HAZARD

7. HOT SUNSHINE AND WIND

If you chose:

Dive into the Sea - you have solved the drying effects, but the warm water has attracted stingrays into the shallows. Make another choice now or you'll get eaten!

Tide Pool - you may be in trouble, because the sun may concentrate the salt in the pool causing you to lose body water. Toss a Survivor disk to see if you survive.

Digging in the Substrate, Hiding under a Rock and **Going to Sleep** - are probably the best options. You must try to conserve body water.

For all other choices – toss the disk!

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HAZARD

8. FOREIGN SEASTARS ARE TAKING OVER THE BEACH

The North Pacific seastar would have no natural predators in New Zealand if they were to get here. They breed very fast, up to 20 million eggs a year. They eat anything!

You are in trouble! No place is safe, you will probably get eaten! Whatever your choice – you must toss the Survivor disk twice to survive!

Good Luck!

If you see a strange seastar it could be worth reporting it.

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