

Group projects

Ocean Fair Booths consisting of:

A poster, brochures, costumes, props, songs, and special cards for games

This project is meant for high school biology students, who will create fair booths and bring those booths to local elementary and middle schools.

Student booths should have posters, props (such as puppets), brochures, games (with modified ocean educational cards), and the students should wear costumes. The high school students should also be encouraged to develop songs to sing with the younger students about things such as corals, sedimentation, badlands, turtles, dolphin slaughter, beached animals, whales, whale vomit, seal slaughter, cephalopods, symbiosis, invasive species, aquaponics, hydroponics, the Great Pacific Garbage Patch, the Marianas Trench Marine National Monument, bioluminescence, aquifers, groundwater, and fresh water caves. Please see the image on Page 2 for example project guidelines for the students.

At the booths in the Ocean Fairs, students are encouraged to sing songs about things such as Dancing to the beat; the young students will be amazed and visually excited as they listen and sing along with the high school presenters.

Have the high school students refurbish decks of cards into ocean educational cards, play games with other students and wear costumes made out of non-recyclable items. Provide an arts and crafts station and colorful 2 liter bottle tornado tubes and water fountains; students will be excited and stimulated to learn more about the ocean and how they can protect it.

For use in the general space of the Fair, build a portable erosion table to travel to elementary and middle schools for an interactive hands-on lesson on erosion, sedimentation and its effects on corals. It can represent a working model of the watersheds in your region. You can use 2 liter bottles to make a model of any Aquifers in your region, to show how the aquifers filter water. Have students plant artificial trees and make sediment filter socks to see how it affects the erosion of the land on the erosion tables.

Goals:

Students should walk away from the Ocean Fair knowing more about the process of erosion after having manipulated the sand to try to stop and control the flow of water. They should be able to explain how things that happen on land such as fires, off-roading, and the impacts of feral pigs affect the watersheds by promoting erosion and sedimentation (which then kills corals in areas such as Guam).

BA# Ocean Fair Group Project
Final Drafts due Mini-Fair Nov 29,30; Science Expo Dec 19, 20
M. Blas, Marine Biology

Group Members:

Topic 1	BA#5	Topic 2	BA#6
<u>Brochure</u> (4 pts each) Not plagiarized, short messages, essential info, 1 picture per panel, tri-fold 5 copies to share- 1 per group (4 groups) & 1 for Mrs. Blas	20	<u>Brochure</u> (4 pts each) Not plagiarized, short messages, essential info, 1 picture per panel, tri-fold 5 copies to share- 1 per group (4 groups) & 1 for Mrs. Blas	20
<u>Game/ Activity</u> – Interactive (4 pts each) *Game must review info on brochure. <ul style="list-style-type: none"> • Answer questions correctly in order to play game. (fee for game is your correct answers) • All group members actively involved, • all know the rules, • well organized, & Group did not waste time. • Game was effective at teaching or reviewing the info about topic. 	20	<u>Game/ Activity</u> – Interactive (4 pts each) *Game must review info on brochure. <ul style="list-style-type: none"> • Answer questions correctly in order to play game. (fee for game is your correct answers) • All group members actively involved, • all know the rules, • well organized, & Group did not waste time. • Game was effective at teaching or reviewing the info about topic. 	20
<u>Props</u> (3 pts per prop) 5 3D (3 dimensional) props required – explaining something about your topic. (ex: fishing net, toys, models, tuna can, crab pot, boat, plastic bag, soda can rings) Group must be able to relate prop to topic	15	<u>Props</u> (3 pts per prop) 5 3D (3 dimensional) props required – explaining something about your topic. (ex: fishing net, toys, models, tuna can, crab pot, boat, plastic bag, soda can rings) Group must be able to relate prop to topic	15
<u>Posters</u> Colorful, vivid, eye-catching, informative (10 pts) Relates to topic with Clear & concise words (5 pts)	15	<u>Posters</u> Colorful, vivid, eye-catching, informative (10 pts) Relates to topic with Clear & concise words (5 pts)	15
<u>Song</u> At least 7 different sentences? (5 pts) All 7 sentences teach new information about topic? (5 pts) 7 copies of Song to share? (5 pts)	15	<u>Song</u> At least 7 different sentences? (5 pts) All 7 sentences teach new information about topic? (5 pts) 7 copies of Song to share? (5 pts)	15
<u>Costumes or T-shirts</u> Creative? (5pts) Evident that time was invested into selection/making of costume/shirt? (5 pts) Colorful? Eye-catching? (5 pts) Ex: decorated t-shirts, decorated hats, custom-made gloves, fins, tail	15	<u>Costumes or T-shirts</u> Creative? (5pts) Evident that time was invested into selection/making of costume/shirt? (5 pts) Colorful? Eye-catching? (5 pts) Ex: decorated t-shirts, decorated hats, custom-made gloves, fins, tail	15
Total points earned	100	Total points earned	100
Extra Credit Prizes for game (candy not allowed, drinks, food not allowed*), extra creativity, highly organized & efficient with time, highly effective with teaching about topic	40 pts max	Extra Credit Prizes for game (candy not allowed, drinks, food not allowed*), extra creativity, highly organized & efficient with time, highly effective with teaching about topic	40 pts max
Total points earned with extra credit	140 max	Total points earned with extra credit	140 max

Suggestions for Improvement: