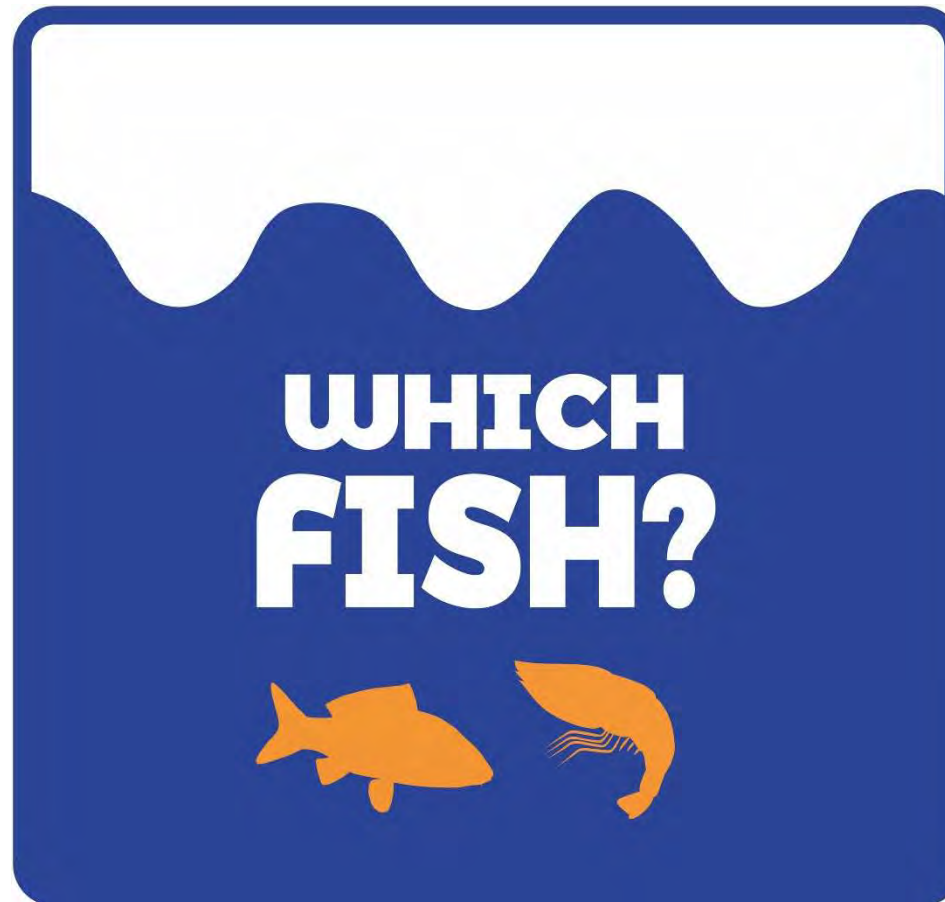


WHICH FISH?

Educational activities



WHICH FISH?



Proposal n°1

The Fish Market

The fish market activity is an activity thought to be held into the zoo/aquarium during celebration or event days or whenever the zoo management wants. The target of the activity is most of all, adults or anyone that is or will be soon in charge of the grocery at home.

Objectives

The main objective of the activity is to make people understand that:

- fish have its own seasonality;
- is important to read the label;
- the size of the fish we are about to buy is very important;
- the provenience of fish is crucial for the wellbeing of different stocks;
- fishes are caught with different fishing tools
- edible fishes are much more than we usually know.

Materials and methods

To realize your own fish market, you can use a lot of recycled materials combining the activity related to sustainable fish consumption with that of creative recycling:

- Paper boxes to transform into fish crates;
- Pieces of styrofoam to simulate ice cubes;
- Fake fishes belonging to the most common but also uncommon species made with your preferred material (printing out on paper or made with tissue. give free rein to your imagination) in different sizes.
- Cardboard to make all the labels, one for each species specifying where was it fished, with which tool, if it is fresh or defrosted, the name.





During the activity you ask people to do the grocery, to buy seafood to make a special dinner. They will choose the most common and most overfished species, sometimes taking also undersize fishes; at the end the educator will help the participant understanding which would be the right fish for the dinner end why (a less common species, or maybe a common one if it is the right season) dispensing also one or two real recipe to prepare it.



WHICH FISH?

Proposal n° 2



The fishing game

The fishing game can be an activity by itself or accompanied by the previous Fish Market; they work very well together: while the adult is doing the grocery at the fish market, the child is playing. This is an activity thought for children and basically it is a **game**.

Objective

With this activity we aim to tell children about:

- Overfishing;
- Fishing tools;
- Minimum size of the fish and fish seasonality;

Materials and methods

To realize your fishing game you need a few simple tools and materials:

- A small pond (a real one if you have at your zoo or small plastic one as those used for kids at summer time)
- Fishing tools: fishing nets, fishing lines, fishing rod (home made or you can use those created for kids at summer time);
- Fake fishes made in different sizes and colors (with some creative recycling we are sure you can do a very good job!)
- Ruler to measure the fished fishes

During the activity you ask children to choose a fishing tool. After that you can explain the differences between the tools used before and you will ask again to fish but only one or two species. They will fish every fish in the pool ma of every dimension so you can add a light explanation about fish dimension and seasonality.



WHICH FISH?



Proposal n° 3

WHICH FISH? Escape Room

Prendendo spunto dall'esperienza del Parco Natura Viva con la precedente campagna SILENT FOREST, proponiamo una semplice ESCAPE ROOM che ha soprattutto lo scopo di porre l'attenzione su alcune tematiche di fondo che riguardano il consumo sostenibile del pesce. Come ci siamo detti più volte uno dei tratti fondamentali della campagna è proprio il **punto di domanda** inteso come **NECESSITA'** di far sorgere nelle persone alcune domande fondamentali sul consumo di pesce.

Le prove da superare all'interno della escape room sono soprattutto di tipo intuitive/enigmistico più che fisico. E' importante che l'attività sia supervisionata da un "tutor" che può aiutare la squadra ad andare avanti.

Alla fine del tempo massimo concesso (30'-40') il tutor accompagna il gruppo all'esterno.

NB: To organize an escape room you need all your creativity, primarily if your budget is not very rich! The WHICH FISH? Escape room is a simple one and needs a few tools to buy. Remember to furnish the room in a "fishy" way so that the research of tools will be a game itself and do not forget to give a few advices too using wallpaper and small hint that only a very attentive eye can catch!

The WHICH FISH? Escape Room (il gioco)

Dovete preparare un piatto a base di pesce! Probabilmente avete già alcune idee in mente ma... Il vostro piatto dovrà essere SOSTENIBILE!

Rispondete alle domande e risolvete gli enigmi per arrivare a preparare il vostro piatto e per riuscire ad uscire da questa.... scivolosa stanza!

Step 1: The screwdriver
*You have a screwdriver. Explore the room and try to understand how and where to use it!
Into the room the participants will find somewhere a box that can be open only using the screwdriver.*

Step 2: the box
*Dear player, in this box you will find many species of fish and seafood. Choose one of them but do it attentively!
Not all the species in the box are suitable; always remember that what you will be cooking has to be sustainable.*

Step 4: The drawer
Complete the puzzle and follow the instructions!



Obviously...

Only by answering correctly, or rather ... only by doing

THE CORRECT CHOICES

players will arrive at the end of the game and have learned a lot about the sustainable sea food consumption