

Current Trends in Physical Education

Purpose of this activity is for the students to review the information they have learned about ocean currents and their movements.

Objectives:	Students will... <ul style="list-style-type: none">> Discuss the ocean and the factors that make it move> Identify Northern and Southern Hemispheres> Demonstrate movements of the ocean currents by their movements on scooters
Equipment:	<ul style="list-style-type: none">> Scooters> An open space> Field Markers or cones
Set up:	Students are picked to ride on the scooters and represent the movement of different ocean currents (ex. gulf stream). Use the markers or cones to represent land masses associated with the currents you are portraying.
The Game:	The object is for the students to demonstrate the ocean currents and the factors that influence them. We have used the basketball keys in the gymnasium to represent North America and Europe. The students move on the scooters as the gulf stream does through the Atlantic Ocean. Different factors are introduced to the students to check for their understanding of the currents. Storms, winds, cold and warm upwelling are all used as factors.
Evaluation:	The game is used as a beyond activity in the M.A.R.E. curriculum. The game reviews the information covered in the curriculum and checks to see if the students understand the information. Success is measured by the behavior of the students on the scooters and by their classmates giving the directions. This is not a competitive game but a moving, three dimensional model that the students perform.