

# Sea Urchin Tag

Purpose of this activity is for the students to review the information they have learned about sea urchins, killifish and the rocky seashore.

<b>Objectives:</b>	Students will... <ul style="list-style-type: none"><li>&gt; Review the habitat and the behavior of sea urchins</li><li>&gt; Discuss how small fish move around in tide pools</li><li>&gt; Imitate the fish and creatures that live in the tide pool</li><li>&gt; Demonstrate an understanding of the creatures and their behaviors by participating in a game of sea urchin tag</li></ul>
<b>Equipment:</b>	<ul style="list-style-type: none"><li>&gt; 24 or more Styrofoam "noodles"</li><li>&gt; An open space</li></ul>
<b>Set up:</b>	Six students are picked to be the sea urchins and given four spines (noodles). The rest of the class becomes killifish. The urchins place themselves in random order around the open space (tide pool) and stay still. They move their spines (noodles) with the flow of the water. Discuss with the students the fish formation and how they are all squared tailed fish that maneuver well but do not have speed.
<b>The Game:</b>	The object of the game is to have the killifish move across the tide pool without touching any of the spines of the sea urchins. If the killifish touch one of the spines they are injected with toxins and are paralyzed. The sea urchins are told to spread themselves around the tide pool (gym) in any formation. After the game is played a couple of times the sea urchins may want some time to talk and develop a strategy or plan. This is encouraged in my classroom, as it is viewed as a problem solving activity. The information about the tide pools and the creatures is needed from the classroom teacher so the students can understand the game and how the information they cover in class can be carried into the gym.
<b>Evaluation:</b>	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 killifish and the sea urchins. As long as the students follow the instructions of the teacher and behave as the creatures they represent they are successful.