

Salmon Home Safely

Object: to get your salmon home safely to spawn.

Global Awareness connections:

- Perspective Taking: students learn about environmental concerns from a salmon's perspective
- Environmental: Ocean and Freshwater pollution and habitat destruction
- Social Responsibility: Students can think about ways to help their salmon get home safely

Number of Players: 2

Materials: Gameboard 10 x 7 grid; 60 arrow cards, 5 hazard cards, 5 supporter cards 1 Pacific Ocean Card, 1 Spawning Creek card, 1 salmon (small plastic figurine), paper and pencils for drawing and recording post-game. (*the cards have pictures and words to support pre-readers)

Key vocabulary (pre-taught): Coho, spawn, hazard, pollution, creek, navigate, grizzly bear

Play:

In this game, students learn the basics of coding while developing their understanding of the environmental hazards salmon face during their return to their spawning grounds. Students collaboratively build the board together then re-enact the movements of the salmon as it returns home. They begin by placing the Pacific Ocean card and the salmon on the top left corner of the grid, then they place arrow cards to show movement across the board. They periodically choose a hazard (fishers, oil pollution, grizzly bear, construction on the river, etc) that the salmon will have to navigate past on the route or a supporter card (salmon ladder, rehabilitated creek, fishing ban, etc) that indicates a safer passage. They continue the process until all of the pieces are placed or the salmon has a path to its final spawning creek. Then they take the salmon character and practice moving it through the course they designed.

Once students know how to create the board, they can take turns building the game and playing it rather than building it collaboratively if they prefer.

Students are encouraged to record their game via writing and drawing

Extension:

Once a board is created, the whole class can practice moving around the room and dramatize the game. This is also a good way to practice directionality as they will need to move up, down, left and right as the game is designed.