



Aquatic Charades

Objectives

Participating young people and adults will:

- 1. Use pantomime or other non-verbal skills to communicate name of aquatic organism to other youth**
- 2. Discuss characteristics of particular organism**

Youth Development Objectives

Participating young people will:

- 1. Develop self confidence when in front of groups**
- 2. Develop communication skills**
- 3. Enhance enjoyment of fishing and outdoor recreation**

Roles for Teen and Junior Leaders

- 1. Participate in activity**
- 2. Assist in researching information**

Potential Parental Involvement

- 1. Discuss non-verbal communication and role at home**

Evaluation Activities/Suggestions

- 1. Group may select and give awards for silliest, best fish etc.**
- 2. When asked, youth can provide facts about or characteristics of specific critters.**

Best Time: anytime, good introduction to critters, best if before aquatic adventure.

Best Location: indoors, outdoors

Time Required:

Equipment/Materials

Reference books, field guides etc.

Safety Considerations

References

Project Wild

Lesson Outline

Preparation

On a small slip of paper (at least one for each participant), write the name of an aquatic organism. Gather resource materials (field guides, id books etc.)

Presentation

- I. Nonverbal communication
- a. charades Use of actions, gestures to communicate to others the name of something
 - b. pantomime Use of actions to imitate or suggest something

Research

Application

This activity is a hybrid of Project WILD's "Animal Charades" and "Visual Vocabulary" activities. Students pick an aquatic activity card at random. This card has the name of an aquatic organism, a description of it, and a picture of the organism (both animals and plants are used).

1. The students should read the cards to themselves and should not let others know what organism they have selected. Give the students some time to examine the picture and the description.
2. Tell the students that each of them will act out, or pantomime, the activities of the organism they have chosen. They cannot use any words. Each person will have one minute to pantomime the organism on his/her card, while the other students try to guess the name of the organism.
3. If after one minute the group has not guessed the critter, then the pantomimer may use verbal skills (noises and words) to give clues. The name of the organism may not be used.
4. When the group guesses the organism, the student may wish to share his/her new-found knowledge of the organism with the group.
5. You may wish to give awards for the most creative, difficult, easiest and silliest!

Summary Activity

Lesson Narrative

Exhibit or Sharing Suggestions

Community Service and “Giving Back” Activities