

There are many different kinds of marine habitats and the type of habitat influences the species of plants and animals that live there. Each plant and animal is adapted to suit the environment in which they live. By playing *Home Sweet Home*, participants will consolidate their understanding of different marine habitats, and the flora and fauna that live within them.

MATERIALS

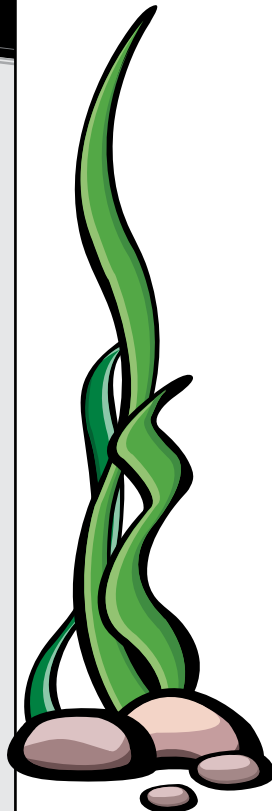
CD player/mp3 player
with speakers – marine
themed music would be good!

Chairs (one per participant)
for the beginning of the game

Coloured self-adhesive
dots: brown (rocks), black
(holes), green (seagrass),
red (coral) – Colours can be
adapted to suit availability

Coloured t-shirts – the
same colour as the coloured
dots, or coloured hats or
sashes

Labels with different food
types on which fish feed



live in the marine habitat area with the
corresponding dot colour.

4. Start the music.
5. The fish 'swim around the area' where
the chairs are set up. When the music
stops, the fish must dive for cover, to
a home that corresponds to their
colour coding.
6. Progress through the game as per
musical chairs, removing the different
fish homes each time the music stops.
7. Play until only one fish habitat for each
area is left.
8. Bring the participants together and
discuss the importance of different
types of homes for different fish. What
happens if these homes are damaged
or polluted?
9. Play the game again, introducing an
additional aspect to the game. Allocate
different food types to different
participants (fish) and indicate where
this food is found by using labels on
the chairs. This gives fewer choices of
suitable home and will make the game
more complex.
10. At the end of the second game, discuss
the relationship between habitat, a safe
home and food supply. A wider choice
is better. At the beginning of the game
there were a lot of places to hide. When
'habitat was lost' it became harder to
find a safe home with adequate food.
Why then, is it important for us to
conserve fish habitats?

INSTRUCTIONS

1. The game is played like the traditional
party game, 'musical chairs'.
2. Set out one chair per participant at the
beginning of the game. Place a coloured
dot on each chair. Explain that the dots
represent different areas of a marine
habitat: brown (rocks), black (holes),
green (seagrass), red (coral).
3. Share the coloured t-shirts out amongst
the participants, or use sashes or hats
if t-shirts are not available. Explain
that the t-shirts represent fish that