

'Capers' Game Offers Fishy Fun For Children

Lots of "fishy fun" awaits youngsters who dip into a new publication from the UNC Sea Grant Program.

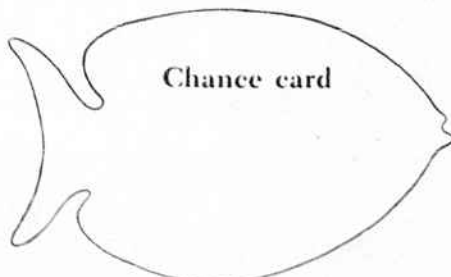
Coastal Capers: A Marine Education Primer, introduces youngsters to the marine environment. Each caper or activity was originally designed for classroom use, but they also make learning at home or at the beach a lot more fun.

The game included in **Inland Living** offers a delightful way of learning to identify marine creatures as unique as the blue crab and the whale.

Two to four players are needed. To play, you need to know how to read—a little. You also need a die and a small, different-looking shell for each player. To adapt our gameboard and chance card for longer use, you might want to glue the gameboard to the inside of a file folder and color it with felt-tip pens. To make the Chance cards, trace the fish pattern 16 times on construction paper. Cut out the fish cards and the 16 different chance card directions. Glue one set of directions on the back of each fish card. For even greater permanency, laminate both the game board and the cards. Store the cards in a sandwich bag you staple to the outside of the folder. Print the game directions on the outside of the folder.

Playing The Game

To begin "Fishy fun," each player picks a shell token and places it on start. Each player tosses the die. The



Chance card pattern. Duplicate 16 times and paste 1 set of directions to each card.

highest number begins the game.

To play, each player, in turn, tosses the die and moves the token the number of spaces shown on the die. If the token lands on a Fish Chance block, the player removes the top Fish Chance card from the deck, reads the directions and moves as they instruct. The first player to arrive at the FINISH block is the winner. (The die must have the exact number of spaces needed to reach the FINISH.)

Chance Directions

Here are the directions for the Chance cards. Cut each statement out and paste it on a different card.

Move to the animal with a jelly-like body and long stinging tentacles.

Move to the animal that lives within two seashells

Caught in seaweed, lose next turn.

Stopped to watch a school of porpoises, go back two spaces.

Chased by a shark, move ahead five spaces.

Move to the animal that has a blowhole.

Move to the animal that wraps its tail around seaweed.

Move to the animal that has dangerous jaws.

Move to the animal that looks like a flower.

Move to the animal that is long and thin.

Move to the animal that has eight legs and two claws.

Move to the animal that is a spiny ball.

Move to the animal that has five arms.

Move to the animal that has eight tentacles with suckers.

Move to the animal that can fly.

Move to the animal that has four flipper-like legs.

Copies of *Coastal Capers*, which includes 20 capers on everything from whale songs to making "sea prints" are available for \$3.50 each from UNC Sea Grant, Box 8605, N.C. State University, Raleigh, N.C. 27695-8605. Ask for Publication No. UNC-SG-84-05.

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