



## Connecting Experience

# Escape the fisherman!

AGE GROUP

11+

AMOUNT OF PEOPLE

5+

TIME

20 – 30 MIN

OBJECTIVE

To learn about overfishing.

MATERIAL

n/a



### Instructions

Participants all line up on one side of the room. One person stands in the middle, they are the fisherman, everyone else is a fish. Participants need to run to the other side of the room without being caught by the person in the middle. If they are caught they join hands with the person in the middle, the game continues until only a few participants are left.

### Debrief

- ▶ Do you know what is meant by overfishing?
- ▶ Why do you think overfishing is bad for our oceans?



**CONNECTING EXPERIENCE PAGE**  
<https://ej2020.org/connecting-experience/>

HOST ORGANISATION



OFFICIAL EVENT



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