



## Connecting Experience Swim Away!

AGE GROUP

7+

AMOUNT OF PEOPLE

10+

TIME

20 – 30 MIN

OBJECTIVE

To learn about pollution in the ocean and how it affects the creatures that live there.

MATERIAL

Open space to run around in



### Instructions

Pick a few members of the group to be on, these participants will play the part of pollution while the remaining participants will play fish.

- ▶ The fish can swim through the ocean (ie. run around the room) while the pollution can only float (ie. walk)
- ▶ The pollution is trying to catch the fish, the fish is trying to avoid being caught
- ▶ The first time a fish is caught, they must put their arms behind their back
- ▶ If that fish is caught a second time, they must hop on one foot
- ▶ If they are caught a third time, they join the pollution
- ▶ Winner is the participant who lasts the longest as a fish

### Discussion

- ▶ What are things you can find in the ocean or sea that don't belong there?
- ▶ How do you think these things get in the water?
- ▶ How do these things affect the animals that live in the ocean?
- ▶ What can you do to help prevent water pollution?



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

HOST ORGANISATION



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