# THE SEA DEEP SCHOOL'S PROGRAMME



# **LESSON 4**

# SHARK CONSERVATION- SAVING OUR SHARKS!

Time: 1 hour and 10 minutes

## Overview

The fourth and final education session will provide information on shark conservation methods- focusing on the tools used for shark conservation, shark conservation in Northern Ireland and the Sea Deep project. This session will also include shark and skate egg case ID training, providing the tools students will need to take to the shores themselves and partake in shark conservation.

## Age group:

The Sea Deep Education Programme is designed for Key Stage 3 pupils.

## Learning Objectives:

This education session will enable students to:

- Develop their knowledge of tool and methods used in shark conservation.
- Develop an understanding of the work of the Sea Deep project and current shark conservation in Northern Ireland.
- ID common shark & skate egg cases found around the Northern Irish coastline.

## Resources:

The following resources are required to deliver this session:

- Laptop, projector & screen
- Presentation
  - Lesson 4: Shark conservation- Saving our Sharks!
- Activities:
  - o MPA Resources
    - A3 Map
    - Illustrations (fish, skate & shark)
    - MPA Quiz
    - MPA Instructions sheet
- Quiz:
  - Shark Conservation.

#### Education Session 3: Outline

1) <u>Presentation – Saving our sharks!</u>

Play the presentation on shark conservation, which explains the main tool used to conserve shark and skate species, the conservation work of the Sea Deep project & shark conservation in Northern Ireland. This session will also cover shark egg case identification.

- 2) Activity Shark Perceptions
- Ask the students to work in pairs to write down words that they think of when they hear the word 'shark'.
- Ask the pupils to read out some of their words.
- Ask pupils to refer back to the words they wrote at the beginning of the programme.
- Q! Are these words different? What perceptions about shark have changed?

#### 3) Activity- MPA Game.

- Read over the MPA Instructions sheet prior to starting the MPA Game.
- Organise students into groups of 5 or 6 individuals.
- Hand out the resources needed for the MPA Game.
- Play the MPA game PowerPoint and use the accompanying instructions to explain the rules to the students.

4) <u>Quiz</u>

• Test your knowledge with our 'Shark Conservation' quiz.

#### Other Activities

If there is time at the end your lesson, try the following activities:

• Activity- Egg case ID Activity.