



## 101 MARVELLOUS MARINE ACTIVITIES TO ENLIVEN YOUR LITERACY PROGRAM

- ψ Write a marine acrostic about one of the Barwon Bluff sea creatures.
- ψ Write at least four diary entries from the point of view of a Barwon Bluff endangered sea creature. Be detailed in your description of what happens to the creature – use what you know about tides, the Bluff, the weather, etc.
- ψ Use one of the photos of a sea creature to write 5 facts about that creature
- ψ Write a letter to the Prime Minister telling him why Barwon Bluff should remain a Marine Sanctuary. Be as convincing as you can
- ψ What if the .....(sea creature) could talk – what would it tell you?
- ψ Blow up one of the marine photos – have a picture chat – brainstorm as many words as you can think of that relate to this picture. Use the picture to stimulate factual writing.
- ψ Choose a marine creature. Research it and write a report about that creature.
- ψ Complete a piece of procedural writing – How to preserve Barwon Bluff.
- ψ Research sea food recipes – find as many as you can and make into a Sea Food Cook Book – why not cook one.
- ψ Write your own recipe for seafood soup.
- ψ Complete a piece of narrative writing: Shipwreck at Barwon Bluff, Camping at Barwon Bluff, Trapped in a Sea Cave, Marooned on Barwon Bluff, Mysterious Footprints in the Sand.
- ψ List similarities and differences between an elephant snail and a mouse.
- ψ Create a poster telling people why they should look after the Bluff and the Marine Sanctuary.
- ψ Write a timeline showing the Bluff’s history.
- ψ Make a game called “Save Our Bluff” – use sea creatures for tokens and design chance cards which relate to the Bluff.
- ψ Prepare 20 Quiz questions about the Bluff – write the answers on the back of the cards.
- ψ Use the fairy tales that you know as a model to write a fairy tale called “The Mermaid Of Barwon Bluff” or “The Three Little Fishies” or “The Sea Kingdom”.
- ψ Make a POP UP book about the Barwon Bluff sea creatures – make it a report or a narrative.
- ψ Organise a debate on the topic “ There should be more Marine National Parks ” – arrange an affirmative and a negative side.
- ψ Work in a group of four to tell a story about the sea. Use sound effects and props.
- ψ Draw a cartoon strip about one of the creatures that live at Barwon Bluff Marine Sanctuary. Add speech bubbles.
- ψ Draw a snorkelling outfit for yourself. Label all the parts. Now draw a snorkelling outfit for a pet dog or cat. Label the parts. What would need to be different?
- ψ Predict what the Bluff will be like in 100 years if it remains a Marine Sanctuary. Now predict what it will be like if fishing was allowed to continue everywhere. Illustrate both predictions.

- ψ What if humans could swim underwater? Compose a piece of writing in any style about this proposition
- ψ Write a WANTED poster for an endangered creature. Include a description of the creature, why it is wanted, and how we can help. Don't forget a reward!
- ψ Write sentences about the Barwon Bluff starting with the letters  
M...A...R...I...N...E... S... A... N...C...T...U...A ...R...Y...
- ψ Describe one of the Barwon Bluff sea creatures in as much detail as you can.
- ψ Make a card game of "Who Am I" using the sea creatures from the Bluff – write the answers on the back.
- ψ In a group of four, write and tell a funny sea story.
- ψ Write a poem which convinces us to look after our marine environment.
- ψ Describe the Barwon Bluff in as much detail as you can. Use as many descriptive words as you can.
- ψ Become an expert on one of the marine creatures. Prepare yourself to be asked 20 questions about that creature.
- ψ Write a convincing argument to support the following proposition: "Marine Sanctuaries are good for fishing".
- ψ You are a Television reporter for Channel Nine. Write and then perform an interview about the Bluff between yourself and one of the Parks Victoria rangers who look after the Marine Sanctuary.
- ψ Read a selection of Sea stories. Write a critical review of one of them
- ψ Collect advertisements for boats or fishing gear. What information does it provide? What information doesn't it provide? Write your own for sale advert for a boat.
- ψ Research legends about the sea. Write your own sea legend.
- ψ Read about sea explorers such as Captain Cook.
- ψ Design a pamphlet promoting Barwon Bluff to tourists. Persuade them to visit. What are the attractions?
- ψ Watch a video about the sea such as 'Storm Boy', 'Nemo', or 'Free Willy'. Then write a critical review of the film.
- ψ Use the Six Thinking Hats to discuss Marine National Parks.
- ψ Write an invitation for someone from Parks Victoria to come and speak to the students in your class about Marine National Parks.
- ψ Explain how to snorkel and see a fish, or how to find a crab.
- ψ Choose ten tricky sea creatures names. Learn to spell them. Plan two practise activities, for each day of the week, which will help you learn them. Test yourself at the end of the week.
- ψ List as many words as you can that end in "ine" as in MARINE.
- ψ List as many words as you can to describe the Weedy Seadragon, our Victorian marine state emblem.
- ψ List the advantages and disadvantages of living close to the sea.
- ψ Complete these similes using several descriptive SEA words: as scary as  
..... as dark as.....as beautiful as.....as sharp  
as.....
- ψ Brainstorm – uses for a shell.
- ψ Think of a famous character from a sea story, eg Captain Hook – write about that character or make a WANTED POSTER for him or her.
- ψ Write a poem: The Sea is like .....

- ψ Use the dictionary to find the meaning of: maritime, plankton, lee, starboard, mollusc, mariner, pelagic.
- ψ Design a new book jacket for your favourite sea story. Write a new blurb for the book.
- ψ Write a new ending for “Magic Beach”, by Alison Lester (or use any other sea story).
- ψ Write a magazine advertisement for a pen that writes underwater.
- ψ What if you could breathe underwater? List ten consequences.
- ψ Read a newspaper article about a conservation issue to do with the sea. Discuss and then answer questions about that article. Write your own article presenting the opposing view.
- ψ Collect as many newspaper or magazine articles about the sea as you can. Prepare a five minute talk which explains the what, where, how, when and who of this article. Add your own opinion of the article’s content.
- ψ Design a Sea Crossword or word search using as many of the Barwon Bluff vocabulary as you can.
- ψ Plan a picnic by the sea for four people – list what you will put in your picnic basket.
- ψ Design an Advertising Campaign to promote Barwon Bluff as Victoria’s best tourist destination. Include some written work – be as creative as you can, and an oral presentation for television or radio.
- ψ Design an underwater vehicle. Label its parts. Write an advertisement persuading people to purchase it.
- ψ Write a letter from a sea urchin persuading people not to touch it and explaining why.
- ψ Select a passage from your favourite sea story and practise reading it aloud as expressively as you can.
- ψ Write a letter to the editor of your local paper explaining why we should preserve our Marine National Parks.
- ψ Look up Parks Victoria on the internet – write a report about it or list as many facts as you can to use to present an informative talk to the class.
- ψ Create a postcard that could be sent from Barwon Bluff. Draw a picture on one side and then write a letter to a friend as if you are holidaying there on the back. Tell your friend what you have been doing at Barwon Bluff and what it is like there.
- ψ Choose one of the Sea stories. Write a book review for it.
- ψ Think, Pair, Share – Ways to protect endangered creatures.
- ψ Use the internet or a factual text to research a sea creature of your choice. Present your findings in any written form that you like.
- ψ Design and make a series of signs to place around the Barwon Bluff Marine Sanctuary area informing people of its protected status and advising them what they should do to care for it.
- ψ Role play a scene between two fishermen sitting on the pier talking about the new Marine Sanctuary.
- ψ Write 10 questions that you would like to ask a pirate or a mermaid or a sea captain or a sea explorer.
- ψ Write a letter to someone in another country telling them about Barwon Bluff Marine Sanctuary. Describe it and why it should be preserved.
- ψ Use the thesaurus to help you write a piece of alliteration about the sea or Barwon Bluff or a sea creature.
- ψ Find a poem about the sea that you like. Practise reading it as expressively as you can. Share it with the class.

- ψ After reading one of the sea stories, complete a Literary Sociogram which shows the relationships between three or four of the characters.
- ψ Complete a Concept Map about the Sea or Fish or Boats.
- ψ Brainstorm a list of sea topics. Choose one to write a cinquain poem or a haiku.
- ψ Write sea words to show their meaning. Try WAVES, SEAGULL, SAND, FISHING ROD – what should they look like?
- ψ Write a recount about a time that you went to the beach.
- ψ Write a “That’s good.....that’s bad” story about the sea.
- ψ Keep a daily journal about all the things that you learn about the sea as you work through this unit.
- ψ Role play – you are an elephant seal, a mermaid, a sea captain, a fisherman, a whale, a shark etc.
- ψ Write a story (it must make sense) that is exactly fifty words long called “A Sea Adventure”.
- ψ Design a badge to promote Barwon Bluff – include a catchy slogan and a drawing.
- ψ Compare and contrast a whale and a shark.
- ψ Read a sea story. List the key elements of the plot in point form.
- ψ Write a sea song to the tune of “Three Blind Mice” or “Twinkle, twinkle Little Star”.
- ψ Make a list of as many sea creatures as you can. Classify these under three different headings.
- ψ Research a famous sea explorer like Captain Cook. Present what you have learned in any way that you choose.
- ψ Interview a grandparent or an older adult about their experiences at the beach and where they used to visit and what it was like when they were children. Prepare your questions beforehand.
- ψ Prepare a cloze activity for someone else to complete using information that you have learned about any sea creature.
- ψ Choose a water sport to research (eg scuba diving, deep sea diving, sailing) – write a piece of procedural writing which explains how to do that particular sport.
- ψ Make your own dictionary of sea words eg: A for albatross, B for boat, C for catamaran etc.
- ψ Make a mobile of sea creatures with some written information on the back of each creature explaining what it eats, what its habitat is like and what special features it has.
- ψ Discuss with a friend – “Would you rather be a dolphin or a shark? Why?”
- ψ Find out whether other countries have Marine National Parks – show these on a world map.
- ψ Find out about other endangered animals. What are the common conditions that cause animals to become endangered?
- ψ Write a narrative about the Barwon Bluff using its sea creatures for very young children. Illustrate your story creatively.
- ψ Think of 10 different ways to say “Save Barwon Bluff”.