

Marine National Park Auction

Developed by Regina Gleeson, Bendigo Senior Secondary College.

Adapted from National Park Auction, with acknowledgments to Graeme Baxter, Education Officer, Wilson's Promontory National Park.

The original game is in the Department of Natural Resources and Environment *Victoria's Biodiversity. Education Resource Book 1. 1999.* Or on the Parks Victoria website.

This activity highlights the interdependence of all beings through a game of managing Marine National Parks.

Background

During the auction game participants soon realise they are competing for the same resources.

Materials

Refer to the text and photographs in: [Living on the Edge CD Rom](#)

- Auction Sheet
- Character Cards

Advance Preparation

1. Photocopy enlarge the character cards and cut up into individual cards –one for each student. These can be laminated for extended use and attached to tape and velcro strips for attaching to each participants head (as in celebrity heads)
2. Photocopy the auction sheet for each student.

Activity

1. Give each person a character card and auction sheet.
2. Each person selects from the Auction Sheet the item their character needs most in the Marine National Park, whether it be for survival, financial or purely pleasurable reasons.

Game instructions

- The game is run like an auction with the teacher as auctioneer.
- Each character is given \$1000 to spend during the game. During the auction, question bidders as to why they chose particular aspects.
- Did they think someone else could have made a bid? Establish how the needs of each character could be met.

Debrief

Encourage students to suggest ways of establishing management practices that best suit all species, including humans.

Extension

Different characters receive different amounts of money depending on their influence in the environment, e.g. dolphins, because of their perceived cuteness value may receive more money than zooplankton.

Marine National Park Auction Sheet

ITEMS	Available Funds	Top Bid	Buyer
Access to natural resources			
Conditions favouring biodiversity			
Freedom to explore an area			
Right to exploit natural resources			
Pollution-free environment			
Protection from predators			
Attractive natural environment			
Suitable amenities			
Well being of all animals and plants			

Character Cards

School diving group	International Tourist
Recreational Fisher	Sea Nymph (sea grass)
Southern Right Whale	Scallop
Aboriginal Community	Tuna Fish Farmer
Person with limited mobility	Commercial Scallop Fisher
Gummy Shark	Whale-watching tourist boat operator
Resort developer	Pipi
Conservationist	Restaurateur
Sooty Oystercatcher (bird)	Jet skier
Paper Nautilus (mollusc)	Beachcomber
Oil Miner	Zoe the Zooplankton

School diving group

Recreational Fisher

Southern Right Whale

Aboriginal Community

Person with limited mobility

Gummy Shark

Resort developer

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Sooty Oystercatcher (bird)

Paper Nautilus(mollusc)

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