AQUACULTURE

Activity plan

How to Farm the Ocean.

Step by step	Tools

Step 1

In groups use thinglink to explain their chosen type of farm in detail.

Include the following and how it relates to the chosen farm:

Roles and responsibilities of the farmer; animal welfare; feeding; environment; employment; breeding; stock management; and community.

Circle map

Step 2

Ask students to use their knowledge to predict a level of efficiency for each farm.

Photograph students standing at the point on the continuum that reflects their prediction.

Use the Feeding the World infographic to check predictions.

Instagram or tweet a photo showing prediction and outcome side by side.

Step 3

Use the Fact Sheet to calculate the FCR for farmed and wild salmon.

Investigate what can affect the efficiency of a salmon farm.

Contact hello@schoolkit.co.nz with the results of the activity

Bubble map

Step 4

Support students to integrate the elements of farming identified in the first activity into a working minecraft farm.

Think about the type of farm chosen. What and how are the animals being fed to ensure they most efficient farm?

Circle map

Step 5

Once all class farms are functioning, students should create a tour of their farm.

Highlight key decisions made in the management of the farm.

Reflect on the level of efficiency achieved.

Share the tours with the class.

screenr

SUCCESS CRITERIA

Students can check they have successfully completed the task by:

- Creating a thinglink that identifies the key elements of any farm;
- Investigating efficiency and documenting predictions based on learning;
- Creating a video that summarises strengths and weaknesses of an individual student created minecraft farm.

AQUACULTURE

Activity plan

How to help save the world with New Zealand aquaculture.

Step by step	Tools

Step 1

Support each group to set up their project in Basecamp.
In groups
- **Watch** Aquapod, WWF and Ocean Acidification.
- **Create** a Popplet with relevant information from the videos.
- **Summarise** the information from Report pages 1-7.

Use Tree Map to record notes under 3 categories: Problems, Solutions, Interesting.

Tools: Tree Map, vimeo, popplet

Step 2

Read the Scenario Card: Can New Zealand Aquaculture help save the world?
Identify all the problems in the Scenario using Popplet.
Explain why each is a problem from the aquaculture industry.
Record your progress and store your work in Basecamp.

Tools: Double bubble map, vimeo, popplet

Step 3

Evaluate the problems on the Popplet.
Decide on the one that is the top priority to solve.
Brainstorm solutions to the chosen problem and record in Basecamp.
Remember the ideas should be creative but realistic. Each idea will require research into aquaculture innovation and practices.

Tools: popplet

Step 4

Compile a set of 'criteria questions' in Basecamp. The questions should help identify which idea best solves the group's chosen problem.
Use questions starters such as; Which idea is the most…? Which idea will be best at…? Which idea will mean the longest…?
Rank each idea against the criteria questions. If disagreements occur each person can present their case and the majority votes wins.
Identify the idea that has been selected the most times in answer to the criteria questions. In the case of a tie, **brainstorm** how each idea could be actioned using a Circle Map and choose the idea that generates the best brainstorm.

Tools: Circle Map

Step 5

Develop an action plan that gives a detailed explanation of how the winning idea will solve the chosen problem.
Keep the ideas based on reality but encourage students to create new jobs, titles, government departments, funding, gadgets etc.
Use Screenr to present these action plans.
Include videos of the group's discussions, relevant images and detail that ensures the idea is well explained.
Compare and evaluate each group's ideas as a class.
Discuss the pros and cons of each one. Could two ideas be combined into one to make a super idea?

Tools: screenr

SUCCESS CRITERIA

Students can check they have successfully completed the task by:
- Identifying relevant problems within the scenario;
- Creating solutions that effectively solve their chosen problem;
- Explaining how their solution will work in a detailed action plan.