



Shark Tales games: Shark balance

This game is designed to teach children about the role of Sharks as top predators in the environment and the effects of overfishing.

How to Play:

1. Download the shark hat from <https://sharktales.blog/resources> and print onto A3 paper!
2. Select 1 student to be the 'shark', they get to wear the shark hat.
3. Select 6 students to be 'prey'.
4. They 'prey' and the 'shark' enter the 'sea' on one side of the room, all other students must stay on the other side of the room.
5. The goal of 'prey' is to breed and make more of themselves, expanding their population as much as possible. To do this, the 'prey' have to run to students on the other side of the room and hi five them. Those students then become prey and can join the game in the 'sea'.
6. The goal of the 'shark' is to eat as many prey as possible. To do this, they can tap the 'prey' students on the shoulder, who then must join the students on the other side of the room.
7. After this round is complete, this time select 3 students to be the 'sharks'.
8. Discuss with the class what the effects of having 1 vs 3 sharks at the start of the game are. You will find that with 3 sharks the prey are able to 'breed' less, but do not become extinct- the sharks are maintaining 'ecosystem balance'. When there is 1 shark at the beginning of the game the prey overpopulate and take up all the space in the 'sea' area. Hence, there isn't much space for other creatures. This can be discussed as the effects of overfishing.