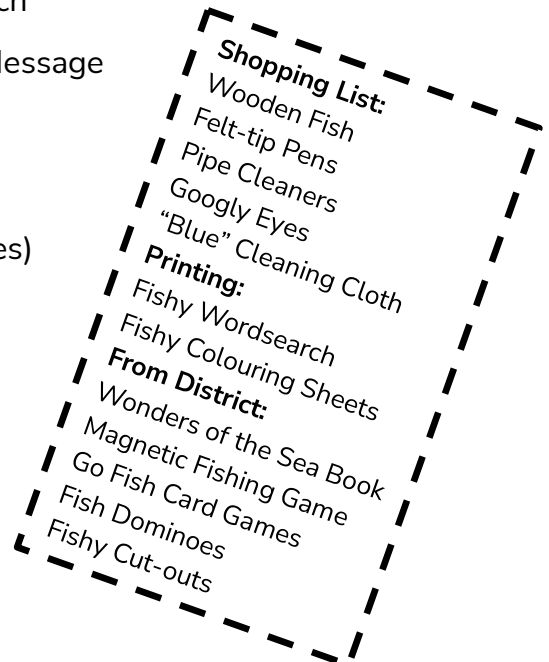


World Fish and Chip Day

Programme Planner

Arrival	Fish and Chip Colouring or Word Search
Circle	Intro to the session including an Eco Message
Game	Fishes in the Sea
Story	Oceans Full of Wonder
Activity 1	Fish Wooden Craft (Scouts Sea Pictures)
Activity 2	Magnetic Fishing Game
Activity 3	Go Fish Card Game or Fish Dominoes
Game	Flap a Fish (if time allows)
Circle	Feedback on the session



How to run each part of the programme

Eco Message:

In his recent film, Sir David Attenborough reminds us that the future of our planet depends on the health of our oceans: "If we save the sea, we save our world." "The ocean can bounce back to life. If left alone it may not just recover but thrive beyond anything anyone alive has ever seen."

Fishes in the Sea - Game

Stand in a circle. Young people are alternately named Cod, Haddock, Plaice and Salmon. When a fish name is called, all the players in that category move around the outside of the circle in a clockwise direction until they get back to their own places again. They are instructed on how to move with various directions:

- Sea is rough – move quickly.
- Sea is calm – move slowly.
- Tide turns – change direction.
- Fisherman's about – crouch down low to avoid the fishing nets).



Fish Wooden Craft - Activity Base 1

Use coloured pens to decorate a fish to take home and remind you of the Eco Message. Scouts to use other craft materials to make underwater collages as pictured.

Magnetic Fishing Game - Activity Base 2

Make the "Fishing Pond" and use rods to catch some fish.

Go Fish Card Game or Fish Dominoes - Activity Base 3

Play either Go Fish or Dominoes - use instructions on the games.

Flap a Fish

Use the precut and laminated fish to race from one end of the room to the other in teams. You can only move a fish by using another fish to "Flap" with.