Time One 45 min class session Materials 	4	Activity #2	What plants and animals live in or near the ocean? Life in the Food Chain (DOE)		
Materials • A game set of 64 cards from the attached food chain game cards "Food Chain Game 1 Cards" consisting of 8 cards of <i>each</i> of the 8 different food-chain organisms (plants or animals). • A game set of 64 cards from the attached food chain game cards "Food Chain Game 2 Cards" consisting of 8 cards of <i>each</i> of the 8 different food-chain organisms (plants or animals). • Masking tape Guiding Questions Where does the energy flow always begin in a food chain? How does understanding maringe food webs help us to minimize the impact of the energy resources in the ocean environment? Plan Opening Set: 1. Display one set of the "Food Chain Game 1 Cards" out of sequence, and discuss with the class each organism shown. 2. Have the students help you arrange the cards in the correct sequence in the chain so that the students understand how they fit into the chain. Emphasize that the sun is the beginning (or starts the flow of energy) of all food chains and that its energy flows through the entire chain. Procedure: 1. Mark out a "tidal trading pool" area on the floor with masking tape, making it large enough for 8 students at a time to be inside it		Time	One 45 min class session		
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2. Sort students into 8 teams of 2-4 students each. Give each team a set of 8 cards showing the same	2.	Sort students	into 8 teams of 2-4 students each. Give each team a set of 8 cards showing the same		
ocean organism. They will be playing a game about food chains. The object of the game is to collect		ocean organi	sm. They will be playing a game about food chains. The object of the game is to collect		
all 8 cards showing the complete food chain by trading them.	~	all 8 cards sh	owing the complete food chain by trading them.		
3. Place each team on a nome base, located around the edge of the classroom, with the "tidal trading	3.	Place each te	eam on a nome base, located around the edge of the classroom, with the "tidal trading		
4. Each student will run into the trading pool, holding one card face-down. He or she will vell, "Trade!"	4.	Each student	will run into the trading pool, holding one card face-down. He or she will vell, "Trade!"		
The students in the pool must exchange cards without looking at them: then they may run back to		The students	in the pool must exchange cards without looking at them: then they may run back to		
their home bases. All cards must be held face-down in the trading pool. If a student breaks this rule		their home ha	ases. All cards must be held face-down in the trading pool. If a student breaks this rule		
be or she must stay in the pool for an extra 10 seconds before going back to home base, which will		he or she mu	st stav in the pool for an extra 10 seconds before going back to home base, which will		
reduce the team's trading time.		reduce the te	am's trading time.		
5. When the newly traded card arrives back at home base, the team looks at it and decides either to	5.	When the new	why traded card arrives back at home base, the team looks at it and decides either to		
keep it or to trade it. Then, another student from the team takes one card face-down into the trading		keep it or to t	rade it. Then, another student from the team takes one card face-down into the trading		
pool and trades it. Students may trade only one card at a time.		pool and trad	es it. Students may trade only one card at a time.		
6. The team that collects all 8 cards first yells, "Food chain!" and trading stops.	6.	The team tha	t collects all 8 cards first yells, "Food chain!" and trading stops.		
7. Once all trading has stopped, the team must create a food chain with the cards they have. They will	7.	Once all tradi	ng has stopped, the team must create a food chain with the cards they have. They will		
receive 10 points for each card placed in the correct location in the food chain.		receive 10 pc	ints for each card placed in the correct location in the food chain.		
8. Repeat the game until all students have demonstrated an understanding of food chains. Then, play the game with the "Game 2" cards.	8.	Repeat the game with	ame until all students have demonstrated an understanding of food chains. Then, play n the "Game 2" cards.		
9. Have each student select another ocean animal. Have them conduct research about their animal	9.	Have each st	udent select another ocean animal. Have them conduct research about their animal		
and determine the food chain for their animals, noting where their animals fit in the food chain.	40	and determin	e the food chain for their animals, noting where their animals fit in the food chain.		
10. Have students share their food chains with the class.	10.	Have student	s snare their food chains with the class.		

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Have students write an exit ticket by providing an example of a marine food chain that is different from one of the examples they just formed.

Differentiation	• Start with two to three cards at first and discuss with the students why the animals in a food chain are dependent on each other. Gradually add in other links in the chain and have the students explain to you where they go in the chain and why.
ELL Modification	Allow student to use dictionary or encyclopedia to research the organisms first.
Check for Understanding	 Writing: Draw a picture of the food chain and describe it in a paragraph. What would happen to the food chain if one link was extinct? Explain. Other Options: Give students a list of marine organisms, and have them work individually to place them into a food chain. Have students draw and label their own marine food chain.