

ESTUARY EXPLORATION

STUDENT TARGETS

- **Skill:** I will demonstrate balance as I move through open space.
- **Cognitive:** I will learn about activities that occur in an estuary while exploring general space.
- **Fitness:** I will demonstrate muscular strength and endurance while pretending to explore an estuary.
- **Personal & Social Responsibility:** I will work safely with my classmates as we learn about estuaries.

TEACHING CUES

- Scooter Safety (See Poster)
- Active Eyes
- Tag Safely with Noodle

ACTIVITY SET-UP & PROCEDURE

Equipment:

- 1 scooter per student
- 12–15 hoops
- 12–15 cones
- 3 pinnies (rain coats)
- 3 noodles (crab nets)
- Scooter Safety Poster

Set-Up:

1. Scatter the hula hoops around the perimeter of the bay (activity area) to serve as crab nets. Place a cone next to each hoop.
2. Assign 3 students as “watermen,” each with a pinnie and a noodle.
3. All students begin on scooters. Use the Scooter Safety Poster to remind students of proper positioning and scooter safety.

Activity Procedures:

1. This activity is called Estuary Exploration. We’ll learn about estuaries with a chasing and fleeing game.
2. You might have heard the words “harbor,” “bay,” “inlet,” or “sound.” These are all different words for an estuary, a partially enclosed area of water where fresh water from rivers and streams mixes with salt water from the ocean. They are a place where the land and the sea meet. The biggest estuary in the United States is the Chesapeake Bay.
3. The 3 students with pinnies and noodles are watermen. Watermen work the estuary, harvesting crabs and other resources from the bay. All other players are crabs living in the estuary.
4. When I say, “GO,” the watermen will chase and try to tag the crabs with their crab nets (noodles).
5. If a waterman tags a crab, the crab goes to 1 of the crab traps (hula hoops), parks their scooter (wheels up), and performs mummy jacks in the crab trap. Another crab can rescue them by lifting the cone so that the crab(s) can crawl out. If the watermen get all the crabs into traps at once, crab season is over.

Standards & Outcomes Addressed:

- **Standard 2 [E1.3-5]:** Recognizes the concept of open spaces in a movement context (3); Applies the concept of open spaces to combination skills involving traveling (e.g., dribbling and traveling) (4a); Combines spatial concepts with locomotor and non-locomotor movements for small groups in gymnastics, dance, and games environments (5).
- **Next Generation Science Standard 3-LS4.D:** Populations live in a variety of habitats, and change in those habitats affects the organisms living there.

