

## ***AQUATIC CHARADES***

- Objective** Students learn of aquatic organisms thorough the use of pantomime, charades and verbal descriptions.
- Materials** Aquatic activity cards (see following pages, use only those marked "AC" in the upper right corner)--one for each participant, field guides such as *Golden Guide to Pond Life*, a watch, a good sense of humor.
- Procedure** This activity is a hybrid of *Project WILD's* "Animal Charades" and "Visual Vocabulary" activities. Students pick an aquatic activity card at random. This card has the name of an aquatic organism, a description of it, and a picture of the organism (both animals and plants are used).
1. The students should read the cards to themselves and should not let others know what organism they have selected. Give the students some time to examine the picture and the description.
  2. Tell the students that each of them will act out, or pantomime, the activities of the organism they have chosen. They cannot use any words. Each person will have one minute to pantomime the organism on his/her card, while the other students try to guess the name of the organism.
  3. If after one minute the group has not guessed the critter, then the pantomimer may use verbal skills (noises and words) to give clues. The name of the organism may not used.
  4. When the group guesses the organism, the student may wish to share his/her new-found knowledge of the organism with the group.
  5. You may wish to give awards for the most creative, difficult, easiest and silliest!