

Fish Identification and Memory Game

Time Frame: 20-25 minutes

Age: 7 and up

Group Size: 20-25

Setting: Indoors, outdoors

Staff: 1-2

Use: In-class, out-of-class

NYS Education Standards:

MST-Section 4: Living Environment

Students will: understand and apply scientific concepts, principles, and theories pertaining to the physical setting and living environment and recognize the historical development of ideas in science.

- *Key Idea 1:* Living things are both similar to and different from each other and nonliving things.
- *Key Idea 4:* The continuity of life is sustained through reproduction and development.
- *Key Idea 7:* Human decisions and activities have had a profound impact on the physical and living environment.

Objectives:

- ✓ Students will be able to identify 3-5 different local fish species
- ✓ Students will be able to generalize fishing regulations

Motivation: Game

Materials: Deck(s) of fish memory cards, fish models/pix/dead on ice, *current Freshwater Fishing Regulations, FW Fish ID Memory Game Answer Sheet*

Lesson Procedures:

Introduction (1-2 minutes)

1. Introduce yourself and the I FISH NY program.
2. Introduce day's activities:
 - a. Fish identification
 - b. Matching activity

Fish Identification (5-8 minutes)

1. Introduce 3-5 local fish species.
 - a. Name(s)
 - b. Habitat
 - c. Diet
 - d. Safety concerns for self from fish; i.e. teeth, dorsal fin
 - e. Safety concerns for fish; i.e. slime layer
 - f. Regulation for each fish

Fish Identification Memory Activity (10-15 minutes)

1. Break students into groups of 3, 4, or 5.

- a. Allow students plenty of space to work: encourage them to use tables, floorspace, etc.
- b. Establish diverse and manageable student groupings.
2. Tell students that they are going to play a game of “memory” based on the fish and regulations they just learned.
 - a. Show two cards
 - i. One card has the picture and regulations
 - ii. One card has the fish name
 - b. First player will go, turning over 2 cards. If they match, they pick up, set aside, and get to go again. If they don’t match, they lose a turn. Next player goes. And so on.
 - i. Option: have laminated copies of fish picture and appropriate name
3. Have students watch as you demonstrate how to play.
4. Tell students that if they are not sure of the fish, use the *FW Fish ID Memory Game Answer Sheet* for assistance.
5. Ask if there are any questions.
 - a. Option: At the end, if there is time, quickly quiz students on fish identification.

Closing (1-2 minutes)

1. Reminders
 - a. Not required to memorize the regulations but responsible for them.
 - b. Always carry the most current Regulations with you when fishing.
2. Ask if there are any questions.