**Living Blue: Marine Reserves**  
Marine Consequences Wheel



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| **Aim of the Game**  Learn about what happens in a marine environment when various positive and negative actions have positive and negative consequences. |
| **Resources**  Consequences wheel template  Pencils |
| **How many can play?**  As many as you like. |
| **Rules**   * Each student has a consequence wheel template sheet. * They write an action in the centre of the wheel, then the consequences of this action in the adjacent two spaces. The top of the wheel could be limited to positive consequences; the bottom to negative consequences. * Consequences arising from these two go into the next four spaces and so on until the wheel is complete. More layers can be added to the wheel as needed. * Each consequence can lead to a positive and a negative consequence.   Example  If the centre is filled in with the action – “A marine reserve will be created including Deep Water  Cove, the northern part of Urupukapuka Island, Waewaetoria and Okahu Islands”, the consequences would be both positive and negative. For example:   * Locals could not fish – the price of fish would rise – some families may go hungry * There would be more fish in the area – more tourists would stay in the Bay of Islands – accommodation, fishing, tourism and boating firms would employ more people. |
| **Extension**  Students can use their pro and con consequences to form basis of a debate on the issue. |