

### Leading Up to the Science Night:

Before the science night, review the materials lists for each station and purchase the materials. Show students the videos from Philippe Cousteau to engage them in the purpose and mission. This gets students thinking about issues facing the oceans and invested in the mission of helping ocean health.

### During the Science Night:

The chart to the right shows the 10 different “recon” stations that will take place during the science night. Each station takes about 10–15 minutes. All handouts and written materials for each station are available in English and Spanish in the digital platform.

### After the Science Night:

After the science night, students build on their experience with ocean issues to brainstorm a way they can help. Students will conduct an audit and develop a plan of attack for improving ocean health in their community.

- **Debriefing:** Students will reflect on the science night and begin brainstorming their plan of attack to solve their mission.
- **Covert Operations:** Students explore a topic of their choice by performing an audit at school or at home. Students may choose to investigate waste, carbon emissions, or seafood.
- **Plan of Attack:** As the culminating experience, students will create an action plan that they may then complete as a service learning project.

| Station  | Activity  |
|----------|---|
| RECON 1  | Students design a method for cleaning and stopping the spread of an oil spill.  |
| RECON 2  | Students model what it is like to be an ocean animal tangled in trash and create a bracelet out of soda tabs to practice recycling.   |
| RECON 3  | Students learn about the threat of plastic in the ocean. They consider their own use of plastics by performing a bottled water taste test and creating plastic from milk and vinegar. |
| RECON 4  | Students investigate ocean acidification and its impact on shellfish.   |
| RECON 5  | Students will observe a model to investigate the effects of water quality on corals, including temperature and salinity.  |
| RECON 6  | Students investigate ocean chemistry, specifically density and salinity, and how this may impact the ocean.   |
| RECON 7  | Students investigate the effects of sea level rise from melting glaciers.   |
| RECON 8  | Students play a game to simulate the effects of overfishing and sustainable practices on a population of bluefin tuna.  |
| RECON 9  | Students learn about fishing techniques and how to reduce bycatch by designing an exclusion device.   |
| RECON 10 | Students observe various samples of plankton in the microscope and discuss reasons for their decline in the ocean.  |

Materials are not provided and must be purchased by the school or district. Materials lists can be found in the digital platform.