**Hungry Hungry Porpoise**

*Did you know? \*What to do:*

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| There is a harbor porpoise. It breathes air. It’s hungry. Its prey is in deep water where there is no light and no air.Image result for harbor porpoise" | Be the porpoise! Or its prey, or even an island in a game that is kind of like tag… in the dark… without air.1. Select a classmate to be the porpoise. Don’t all jump at once***Discuss/look it up***: What do harbor porpoises hunt for?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2. Place the porpoise mask (blindfold) on the porpoise.3. Select a classmate or 2 or 3 to be its prey. Have them select the type of prey they are representing in the game.4. All other classmates become islands (boundaries) and form a loose circle in the playing area. Porpoise and prey must stay within the island boundary.5. When the game begins, the porpoise will need to locate its prey. ***Discuss/look it up***: How do porpoises locate prey in the dark? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_6. When the blindfolded porpoise claps once, the prey clap twice. The porpoise must locate and catch (tag) them.7. A round ends when at least one prey is caught, meaning the porpoise is full and happy, or 5 minutes goes by with no catch.8. Play a few rounds this way, then make it a little more realistic: The porpoise has to ***hold its breath*** while hunting. When he/she must come up for air (breathe), another porpoise takes its place! |