

The Trails and Trials of Trash

Objective: To learn how trash that is not properly disposed of on land can become marine debris, and how marine debris can find its way back onto land.

Activity: Students play a board game that illustrates some ways that trash discarded on land gets into the sea, as well as how marine debris can get back to land. The object of the game is to successfully make it to the trash can at the end of the path.

Vocabulary: stormwater runoff

Materials:

- One copy of the "Trails and Trials of Trash Game Board" handout for each group of three or four students in the class
- A penny for each student
- Scissors
- Tape
- One die for each group of three or four students in the class

Subjects: Language Arts, Science, Social Studies

Learning Skills: Analyzing, Visualizing, Working in Small Groups

Duration: 40 minutes

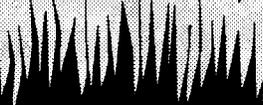
1 Divide the class into groups of three or four students. Pass out one copy of the "Trails and Trials of Trash Game Board" handout to each group. Have each student in the group choose one of the game pieces from the handout (the six-pack ring, the plastic cup, the balloon, or the fishing net), cut it out, and tape it to a penny.

2 After all of the students have assembled their game pieces, explain how the game is played. The game board is divided into two sections: the land section and the sea section. The object of the game is to be the first piece of trash to make it to the trash can at the end of the land section.

3 All players start on the "Land Start" space. Each player takes a turn rolling the die. The player with the highest number goes first, and the others follow in a clockwise fashion. In turn, each player rolls the die and moves the number of spaces indicated. If the player lands on a space without written instructions, the player remains on that space until his or her next turn. If the player lands on a space with instructions, the player must follow those instructions. If the player is on the land section of the game board and the instructions indicate that he or she has been washed to sea, the player moves his or her game piece to the "Ocean Start" space. If the player is in the ocean section of the game board and the instructions tell the player to move back to the land, the player moves his or her game piece to the "Land Start" space. The game continues until one of the players arrives at the trash can. (Note: Players need to land on the trash can with an exact roll of the die to finish the game.)

Other Directions

Ask the students to write a story, poem, or song about the "travels" of a piece of marine debris. The story, poem, or song should discuss where the marine debris began its journey, how it "travelled," where it "travelled," and where it ended up. Another option is to write, stage, and perform a play or puppet show that illustrates the "travels" of one or more pieces of marine debris.

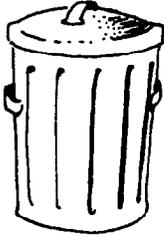
Start 

LAND

Buried in sand
LOSE A TURN

Blown near trash can
MOVE AHEAD 3

Washed into a sewer
GO TO OCEAN

FINISH

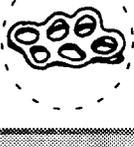


Carried to sea by a gull
GO TO OCEAN

Picked up in a beach cleanup
MOVE AHEAD 3

Thrown into the water by a child
GO TO OCEAN



GAMEPIECES

(photocopy and cut out)

Caught on a racoon's paw
GO BACK 3

Fallen through a crack in the pier
GO TO OCEAN

Picked up and put on garbage truck
MOVE AHEAD 3

Blown off garbage truck into the water
GO TO OCEAN

Caught on a gull's beak
GO BACK 3

Blown near trash can
MOVE AHEAD 3

Buried in sand
LOSE A TURN

Washed out to sea by waves
GO TO OCEAN

Start 


OCEAN

*Lost in
underwater
cave*

**LOSE
A
TURN**

*Carried
toward
land by
current*

**ROLL
AGAIN**

*Carried by
swimmer back
to shore*

GO TO LAND

**BLOW ONTO
LAND**

*Caught on
a propeller*

LOSE A TURN

*Disturbed someone's
ocean view*

LOSE A TURN

*Caught on surfboard
and carried to land*

ROLL AGAIN

*Picked up in
beach cleanup*

GO TO LAND

*Fishing net pulled
you close to land*

ROLL AGAIN

*Tangled around
a seal*

LOSE A TURN

*Picked up in
beach cleanup*

GO TO LAND

**CRASH
TRAVELS**

*Washed ashore
by waves*

GO TO LAND

*Lost in
underwater
cave*

**LOSE
A
TURN**

*Carried
toward land
by current*

**LOSE
A
TURN**

*Caught on fishing
line and pulled in*

GO TO LAND