LESSON PLAN: Marine Pest Superhero

Objectives:

- Students will identify ways in which marine pests have invaded Port Phillip Bay.
- Students will list several species of marine pests that are a local problem.
- 3. Students will create an imaginary creature that preys upon the marine pests of Port Phillip Bay.

Materials:

- Marine Pests video
- "Marine Pests Video Questions"
- Paper
- Markers/colored pencils
- P Access to Parks Victoria's Marine Pests in Victoria: A Quick Reference Guide either printed or online at https://parkweb.vic.gov.au/parkmanagement/environment/weedsand-pests/marine-pests
- Computers with internet access.

Time: 45 minutes *Summary:*

After watching the Marine Pests video, students will work in groups to create an imaginary creature that is capable for eradicating the Port Phillip Bay of marine pests.

Level:
Middle School,



Instructions:

- 1. Show students the video titled "Marine Pests."
- 2. During the video, students may complete the companion worksheet "Marine Pests Video Questions."
- 3. Students should form groups of 2 to work cooperatively.
- 4. Read about the features of Port Phillip Bay's marine pests in *Marine Pests in Victoria: A Quick Reference Guide*. As you read, highlight or list features of the marine pests that your imaginary creature can use to its advantage. For example, maybe a leafy plant-like pest could be used to make the superhero's clothes and help it stay camouflaged.
- 5. As a group, decide together on the following features of your superhero:
 - Superhero's name
 - The type of organism the superhero is similar to, or which combinations of organisms
 - The superhero's powers how does it eliminate the marine pests? Use your research from the Parks Victoria guide.
 - Describe any tools or gadgets the superhero uses to combat the marine pests
 - If the superhero has a secret hideout, describe that also.
 - If the superhero has a weak spot, explain what it is.
- 6. Draw a picture of your superhero.
- 7. If time allows, students can present their superheroes to the class.

