



ACTIVITY 2

ACTIVITY OVERVIEW

How to Catch the Catch

Activity Description

Students will play a “Match Game” or complete a worksheet to predict how the waterman uses different types of equipment and to identify the animal each type catches.

Materials

- Student worksheet
- Match Game Cards (Equipment, Vocabulary, and Animal Cards)
- Scissors
- Glue or glue sticks
- 12 x 18 inch construction paper (one per child)

Teacher Background

This activity includes game cards for a *How to Catch the Catch Match Game* with three sets of cards: Equipment Cards (pictures of a waterman’s equipment); Vocabulary Cards (names and descriptions of a waterman’s equipment); and Animal Cards (names and pictures of the creatures a waterman catches with the different kinds of equipment).

You may use these in many ways in your classroom:

- Equipment Cards can be cut out and/or enlarged for use.
- Make a poster using the cards. Have each student cut out a set of Animal Cards and Equipment Cards. On their desks, students can categorize the equipment by the animal they think it is used to catch. It is okay if students put one piece of equipment under two animals. Go over the equipment descriptions (Vocabulary Cards) and let students assess their predictions. Hand out a large (12 x 18 inch) piece of construction paper. Categorize on this paper, making any changes that are necessary, and glue the cards down.
- Use the three sets of cards for a matching game. Match Equipment Cards with the appropriate Animal and Vocabulary Cards.

As you read through the *Activity Guide*, you will find references to many of these same pieces of equipment.



You may wish to use the Equipment and Vocabulary Cards to enhance other activities in the Guide:





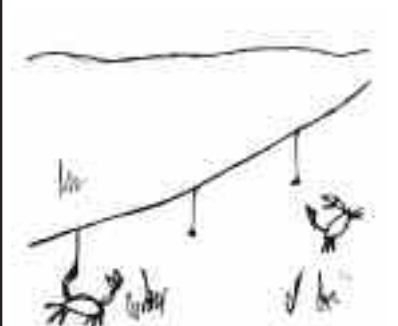




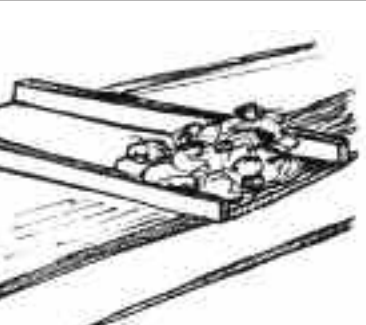


- Try out the “Picture Prediction” activity in the ***Stories of the Watermen*** section with the Equipment Cards.
- Cut out and hang Equipment Cards on the “Seasons of the Waterman Mobile.”
- Identify the types of equipment Daisy sees in “Daisy’s Big Day.”
- Incorporate some of the Equipment Cards as illustrations for key points in time on the graphs in “Graphing the Oyster and Crab Harvest.”

As an alternative to the Match Game, this activity also includes a student worksheet that provides a simpler version of “How to Catch the Catch.” The worksheet would work well as a Check List to take along on any of the field trips in this Activity Guide.



TEACHER KEY

How to Catch the Catch

 <p>Pound Net</p>	 <p>Dip Net</p>	 <p>Gill Net</p>
 <p>Eel Pot</p>	 <p>Trotline</p>	 <p>Crab Pot</p>
 <p>Hand Tongs</p>	 <p>Live Box or Crab Float</p>	 <p>Dredge</p>
 <p>Culling Board</p>	 <p>Fyke Net</p>	 <p>Hydraulic Clam Conveyor</p>