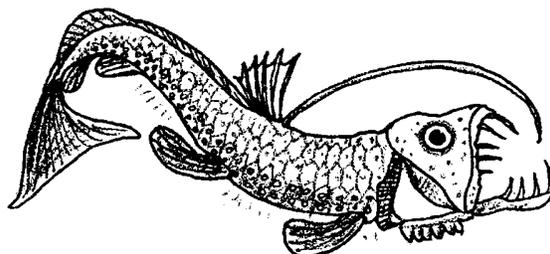


INVESTIGATING THE OCEAN PLANET

FOR SEA: Investigating Marine Science - Grade 6

Table of Contents

Introduction	1
Conceptual Scheme	7
Marine Aquaria	13
Bibliography	17
Successful Fieldtripping.....	33



Unit I: The Ocean Planet

- 1. Ocean Apple..... 41**
Apples are used as a model of the Earth to demonstrate the tiny fraction of ocean that is productive.
- 2. The Ocean Planet..... 51**
Students use colored ice cubes in a glass of water to explore ocean currents.
- 3. Viewing the Ocean Planet: Plankton Patterns..... 63**
Plotting “satellite” and “shipboard” data on a grid, teams of students try to find the pattern of plankton in a section of ocean.

Unit 2: Marine Environments

- 1. Marine Environments 69**
Introductory activity for class discussion of “What is an environment?” and an investigation of elements of both terrestrial and marine environments.
- 2. Connecting Marine Environments..... 79**
Students review vocabulary and concepts introduced in the preceding activity by completing a crossword puzzle.

Unit 3: The Saltwater Environment

- 1. Water, Water Everywhere 83**
Students read graphs and compute percentages of the chemical elements dissolved in seawater.

- 2. Ocean Currents..... 91**
Using two soda pop bottles, students simulate ocean water of different densities, then predict what will happen and test their theories.
- 3. Density Currents in a Model Ocean 105**
Students make a small ocean model in a clear pan and observe currents caused by density differences due to temperature.

Unit 4: The Deep Sea

- 1. Depth Line..... 113**
Students make a scale of ocean depth on a 4 meter length of adding machine tape, placing labels along the scale indicating notable events.
- 2. Properties of the Deep Sea 121**
Students use colored acetate sheets to simulate the color filtering effect of sea water depth, and to see how fish use this effect as camouflage.
- 3. How Low Can You Go? 133**
Students are introduced to the tremendous pressures and darkness of the deep sea by exploring the structural adaptations of the deep sea Angler Fish.
- 4. Designing Deep Sea Life..... 141**
Based on the information available to early scientists, students design and draw an organism that could live in the deep sea.
- 5. Design a Submersible Vehicle..... 147**
Using a variety of “junk items” provided by the teacher, students design and test a submersible vehicle.
- 6. Deep Sea Trawl Simulation 153**
Student teams conduct simulated trawls in the deep sea.
Budgets are limited.
- 7. Analysis of Animal Adaptations..... 161**
Fish adapted to the completely dark, high pressure, very cold deep sea habitat are strange indeed.
- 8. Glowing in the Dark: Bioluminescence 171**
Students explore the effect of bioluminescence on communication and concealment in the deep sea, using flashlights to role play schooling behavior.

- 9. Cycling in the Hydrothermal Vents..... 183**
Food webs at a hydrothermal vent are illustrated by teams of students. Difference between Photosynthesis and Chemosynthesis is emphasized.

Unit 5: Seawater Investigations

- 1. Now You See It, Now You Don't..... 201**
Investigations with an egg in fresh and salt water and a clear explanation of WHY objects float.
- 2. Hydrometer Connection..... 211**
Students construct a hydrometer with soda straw and clay; then use it to determine relative salinity of solutions.
- 3. Cold As Ice 225**
By freezing water solutions of varying salinities, students see that salinity level affects the freezing point for water.
- 4. Salty Dog..... 231**
Students weigh and then heat a sample of salt water so it evaporates until only the salt is left. Then they weigh the salt, and calculate the salinity.

Unit 6: Physical Features of the Marine Environment

- 1. What's That Sound?..... 239**
Echo sounding data is used by students to plot the profile of the ocean bottom along a ship's route.
- 2. Measuring the Ocean Depths..... 247**
Students build a model of the ocean floor in a shoebox, then probe and graph the depths to find the seafloor features hidden beneath the surface.
- 3. Bathymetric Mapping 257**
Using depth data on a map, students connect contour lines to create a bathymetric map.

Unit 7: Marine Mammals

- 1. Whales and Food Chains 267**
Mathematical activity to calculate the energy flow in an ocean food web.

- 2. Baleen Strains 277**
Simulation of straining “plankton” (candy sprinkles and pepper) out of water using “baleen” (a paintbrush).
- 3. Sound Travels 285**
Students build an echolocation model: Using ramps and marbles, they calculate the distance to an object by recording the time it takes for a marble to reach it.
- 4. Field Studies of Whales 295**
Simulation of recognition of individual Orca whales: Students try to recognize classmates as they appear briefly from behind a butcher paper “ocean”.
- 5. Name That Whale: Cetacean Key 301**
Students identify a number of whales using a simple dichotomous key. Baleen and toothed whale groups are identified.
- 6. Orca Photo I.D. 313**
Field identification of Orca (Killer) whales is simulated: students use markings such as the “saddle patch” in actual whale photos to identify individuals.