

## Sea Turtle Games and Activities

### Track a Sea Turtle

Sea Turtle Conservancy has an online satellite turtle tracking program called Tour de Turtles. Guests can choose their favorite turtle and track where the turtles have gone. Visit [tourdeturtles.org](http://tourdeturtles.org) to track and learn about each turtle in this sea turtle marathon. Get creative; present a little on each place the turtle has gone or have guests “bet” on how many kilometers their favorite turtles have traveled.

### Material Decay in Ocean Timeline

You can create a bulletin board to look like the ocean and then create a timeline by adding pieces of materials so kids (or adults) can see how long it takes for trash to decay in the ocean.

Paper towels: 2-4 weeks  
Newspaper: 6 weeks  
Apple core: 2 months  
Cardboard box: 2 months  
Plastic bag: 1-20 years  
Foam plastic cup: 50 years  
Aluminum can: 200 years  
Plastic beverage holder (rings): 400 years  
Disposable diaper: 450 years  
Plastic bottle: 450 years  
Monofilament fishing line: 600 years

Inform guests on how they can help remove trash from the oceans and beaches: host a beach clean up, bring a trash bag to the beach and make sure nothing gets left behind, find a local monofilament recycling bin or center online.

### “Ping” and “Pong” Through the Maze of Boats

In the past, ships had a hard time navigating through the ocean due to debris and other materials blocking their way. Now sonar systems allow ships to navigate through the ocean easier. This activity allows kids to experience the sound waves that “ping” off items.

Procedure:

1. Mark off boundaries, ½ a basketball court or a room will be sufficient space. There is a dock at one side of the court (start) and one at the opposite end (finish).
2. One child is the navigating boat and the others are underwater hazards such as sunken oil rigs, abandoned boats, and other objects.
3. Rules:

- a. Navigating boat: Eyes shut. No running. Walk slowly with hands in front. Listen to surroundings.
  - b. Underwater hazards: Eyes open. (Once spot is chosen no moving. Must reply to all emitted "pings" with "pong"
  - c. All students are quiet except for "ping" and "pong."
4. Start: the navigating boat stands with eyes closed. The underwater hazards stand in a spot and do not move.
5. With eyes shut, the navigating boat maneuvers through the underwater hazards without running into them.
6. While moving the boat calls "ping" and all underwater hazards within arms length must reply "pong."
7. Should the boat bump into an underwater hazard, the navigating boat then becomes a hazard.
8. Another child then becomes the navigating boat and tries to maneuver his or her way around.
9. The course is successfully completed if the navigating boat travels from start to finish without bumping into any hazardous materials.