

# CONSERVATION CHOICES

THE DEEP  
For conservation, not profit



KS4+



• Science  
• Citizenship



40 mins

SUSTAINABLE DEVELOPMENT GOALS SDG 14&15

## OVERVIEW

Marine conservation and research is important to us because the oceans cover 75% of the globe, they are full of life and they affect the weather. We are affecting the oceans in various ways: global warming, ocean acidification, overfishing, destroying habitat through trawling and so on. All of this has an impact on the life in the oceans. To gain a good understanding of what is happening to various species we need to do research. Conservation work looking at endangered species and habitats often gives rise to specific research topics.

Research work can be global or local, real examples are given, but research work always generates data. This data can be general and wide ranging, e.g. exactly how the temperature of the globe is altering, or specific, e.g. data on how stressed a certain species of crabs become through being used in touch tanks.

How important the research is can be very difficult to work out, sometimes really important unexpected discoveries come from it. But all research adds to our overall knowledge of the world.

## LEARNING SESSION CONTENT

The learners look at six different conservation projects. These are all real life projects that the Deep is directly involved in.

### The six projects are:

- Breeding (*blue spotted rays*)
- Reintroducing into the wild (*fen raft spiders*)
- Education about threats (*penguins*)
- Living conditions (*nitrites in water*)
- Behaviour (*mudskippers*)
- Distribution (*manta rays*)

Learners make notes for themselves about each project, moving around the tables. They then arrange the projects in order of importance and their ideas are discussed.

The six projects vary considerably in scope and attractiveness, this variation in projects is often not comprehended by learners and the opportunity to rate real projects for importance leads to useful understanding.

The costs for each project for one year are given, together with a budget of £44,000 that can be spent. Learners make decisions on which projects to fund.

Then learners are asked to decide which of the six is most important to various departments in the Deep.