



WCSC Environmental Lesson Plans

Green Rover

Overview:

Sailors will take part in a hands-on game that will engage the lessons about Curly-Leaf Pondweed.- similar for Eurasian Watermilfoil

Basic Lake Minnetonka Principles:

1. Curly-Leaf Pondweed are together in large clusters
2. Pondweed grow in all sorts of areas, shallow, deep, high light, low light, such as in the swamp in between the parking lot and the sailing center
3. Creates disruptions for native plants and fish

Key Concepts:

When the pondweed traveled from Europe to America, it was named invasive for a reason. It clogs up waterways, gets wrapped around motors, and harms native life by taking up space and cutting the fish with its sharp leaves. These games should show the students the importance of keeping waterways clear and checking their boats for invasive species.

Materials:

- Just the students!

Duration:

Maximum of 30 minutes, including discussion.

Physical Activity:

Low

Activity:

Essentially Red Rover. Students line up in a straight line very close together, holding hands, and have students run at the line. The line represents the Pondweed, and the

students running at the line are the native fish. If you have a large amount of students, you can have pairs run at the line, being boats, and have them run in circles if they touch the line.

Discussion:

1. What could happen to the ecosystem if too much pondweed grew?
2. What would you do to remove the pondweed efficiently?