



# Game “Fish pairs of Lake Peipsi”

A tool to introduce local and global ecosystems and biodiversity



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Erasmus+

## **What is game “Fish pairs of Lake Peipsi”**

**Game “Fish pairs of Lake Peipsi”** – It is a card game that is suitable to play in pairs. Both players get 10 cards and they have to find pairs. On the cards there are some information about the fish species and some ecosystem provisioning service information. Game is possible to use with a friend or at educational events etc. It can be an activity to spend time during study trips. It will be useful also during the family trip to nature.

## **Target groups**

**Target group of the method are:**

- **Young adults.** The game is suitable for young adults to increase their skill about fish species and fisheries. The Estonian language version is about the fishes of lake Peipsi. It is also suitable for young adults with children. This method can be a learning activity. Most of the target group is related more to urban life style and connection with nature is not very strong. They have higher education and they are comfortable with technology. They are concerned about the environment. They would like to know about the fish species.
- **Elders/seniors** – the target group includes grandparents who are interested to do something educational with the younger generation. The grandparents are living both in urban and country areas. They are rather well informed about the environmental things and are interested to give some advice to younger generations.

**The secondary target group:**

- **Environmental educational centres** – the target group who are also disseminating the games and tools and other environmental educational materials. These centres are also using these tools to organise their programmes.

## **Learning goal of the tool**

Learning goal of the game is to introduce what are ecosystem services / to make people understand richness of “services” nature offers us. This tool is focusing on the ecosystem

provisioning service. **Provisioning services** are the products obtained from ecosystems such as food, fresh water, wood, fiber, genetic resources and medicines.

## **Learning content**

To which ecosystem support service do decaying tree leaves contribute? (just type the name of this process)

The learning content of the tool was:

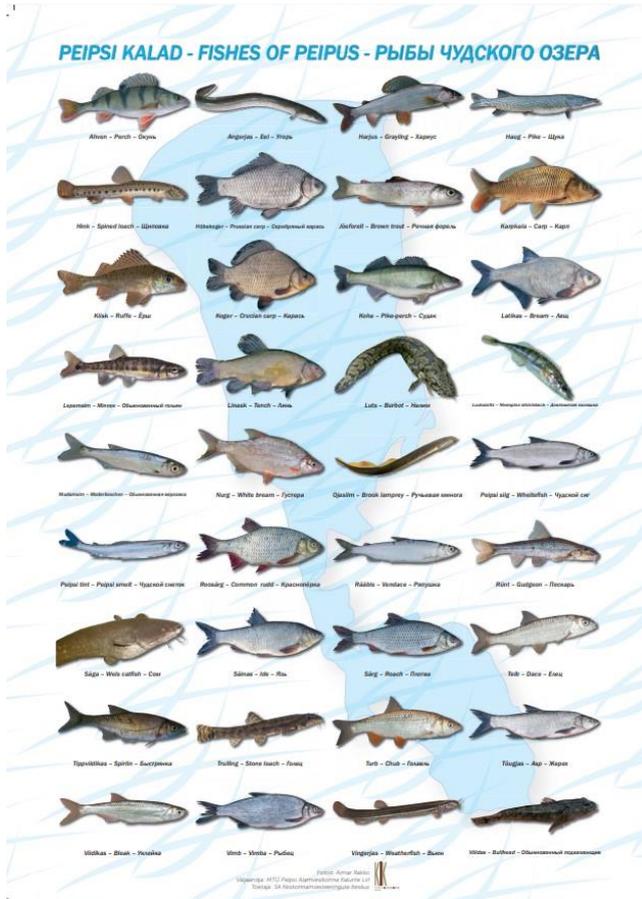
- To introduce local ecosystems and biodiversity.
- To introduce provisioning service of Lake Peipsi.
- To introduce different species.

## **Technical description for creating the game**

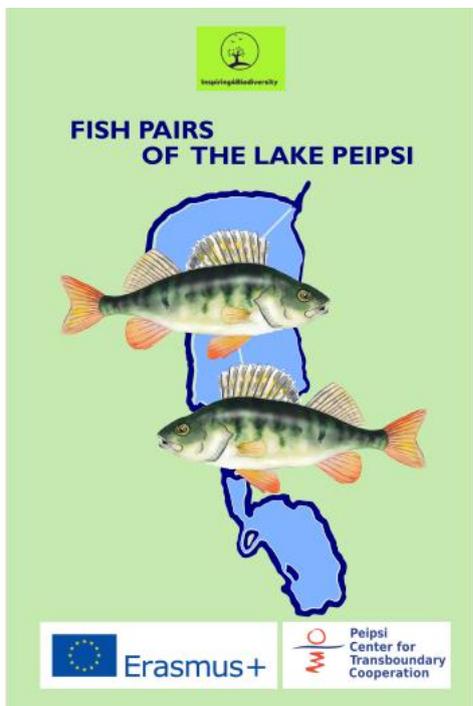
To create a card game Game "Fish pairs of Lake Peipsi" there is need to have some basic designs skills. Game can be adjusted to animals, fish, birds, etc. Peipsi Center for Transboundary Cooperation used the size 5.8 x 8.8 cm. The steps of creating this game are:

- 1) Select some certain species you would like to introduce. For example, perch and pike etc...

We took 10 fish species of the Lake Peipsi and one invasive species.



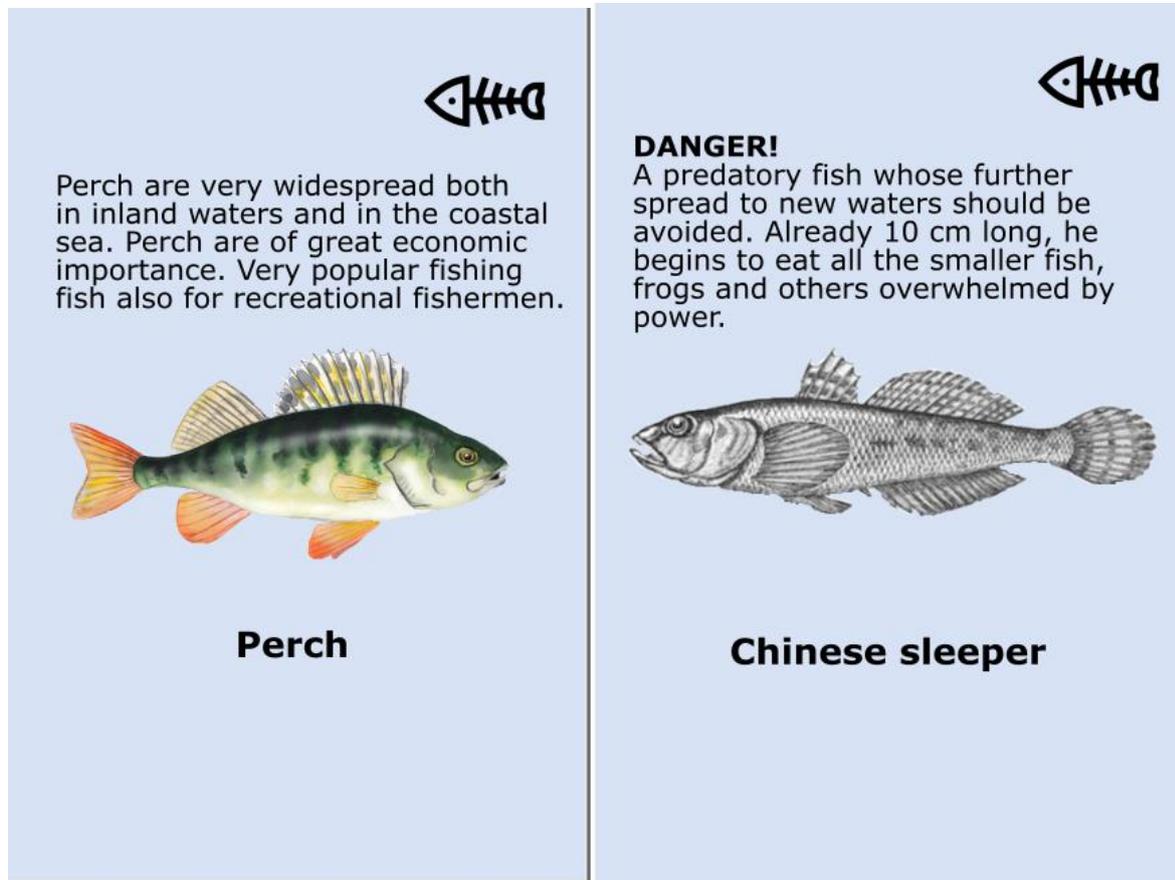
2) After finding a suitable topic, please design the cover card of the game.



3) Find some background information about these species.

Information on the card: *Perch are very widespread both in inland waters and in the coastal sea. Perch are of great economic importance. Very popular fishing fish also for recreational fishermen.*

Design the cards.



4) Design the card and write down your own rules.

The cards are shuffled and distributed among the players. To others players will not be shown their cards. The game moves clockwise and is started by the player to the left of the shuffle, who draws one card from his right neighbor (or dealer) and places it among his cards. Cards with the same picture form a pair, and if a player gets a pair, the pair is discarded. The game can be ended ("won") by those who manage to get rid of the cards in their hands, thus leaving the loser with a predatory alien species – Chinese sleeper - that endangers the aquatic life of Lake Peipsi.



## Rules

The cards are shuffled and distributed among the players. To others players will not be shown their cards. The game moves clockwise and is started by the player to the left of the shuffle, who draws one card from his right neighbor (or dealer) and places it among his cards. Cards with the same picture form a pair, and if a player gets a pair, the pair is discarded. The game can be ended ("won") by those who manage to get rid of the cards in their hands, thus leaving the loser with a predatory alien species - a dChinese sleeper - that endangers the aquatic life of Lake Peipsi.

5) Print the game and play!

## Impressum

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