Activity title: "Lot'Oxygène: The Ocean, supplier of oxygen"
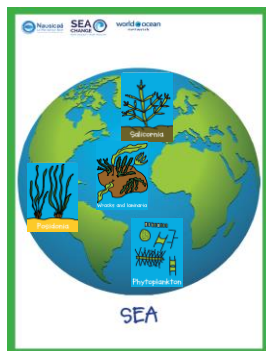LOTTO
Green pack of cards

Presented by: Isabelle HUCHIN + contributors from Hauts-de-France 'Réseau Océan Mondial'
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Audience: Family
General goal of the activity: Lead the participants to discover the fact that the ocean allows us to breathe.

Sequence and place	Specific goal	Message	Discovery process or activity	Learning style	Material or object to be shown	Length
Introduction after throwing the dice and showing the picture: "The Ocean, supplier of oxygen"	. Make the participants want to discover a service rendered by the Ocean. . Motivate all the participants. . Make them curious . Encourage questioning in the group	Welcome! I want to help you discover the benefits that the Ocean brings us. We chanced on this face of the dice bordered with green. What does it evoke for you?	Get one of the participants to throw the giant dice. Ask the participants about this "beneficial effect" of the Ocean. Start the Lotto game. Lotto game using cards with a green border.	Playful Exchange of views	The dice + picture	30 sec
Presentation of the Lot'OXygène game	. Make the participants want to play the game to find the answers	We are going to look at this together. Do you know how to play lotto? SEA LAND	Make up two teams and place in front of them the earth planisphere and the sea planisphere. On each planisphere, there are 4 spaces (living environment) where participants will place pictures of plants, marine or land. Explain the goal of the game (to complete your card as quickly as possible with pictures of living beings). **Living environment on land**: forest, field, meadow, wetlands **Living environment at sea**: estuary, rocky sea-bottom, sandy sea-bottom, open sea. 8 "plant" cards: **For the land**: trees, wheat, flowers, reeds. **For the sea**: glasswort, wrack, posidonia bed, phytoplankton.	Playful	- The 2 lotto cards: for the land and the sea - the 4 "aquatic oxygen-producing" marine plant cards - the 4 "terrestrial oxygen-producing" land plant cards X 2? - A bag for the cards	1 min

Hand out all the lotto cards (or not all of them if there aren't many people)	. Get the participants to discover new, more complicated words . Explain photosynthesis using an example	Both on land and in the sea, there are many living plants that produce oxygen. For example: this microscopic diatom. There are billions of them in the sea that produce and emit O2 into the air (thanks to the little factories they contain in their tissues - what we call chlorophyll - that will get to work powered by the sun). (See how far you can go depending on the participants). Whether they're on land or at sea, all plants contribute to producing oxygen.	The presenter takes a card of a plant out of the bag and says what it is loud and clear. The person who has the picture on their planisphere the living environment matching the plant drawn must put their hand up or say it quickly before anyone else.	Playful Dynamic Affective		5 min
Conclusion	. Discover the importance of the amount of O2 produced in the Ocean.	Our planet is 71% covered by the Ocean. That's an immense area in which marine plants grow and which, thanks to photosynthesis, produce O2. Marine plants produce as much O2 as land plants which makes it 50% of the oxygen we breathe is produced by plants in the Ocean (1 breath in 2).	The game ends once one of the team has filled all the squares on their lotto card. (or) You can wait until at least one land card and one sea card have been completed so you can compare them. Ask the participants to breathe in once thanks to the O2 from the land, and then a second time thanks to the O2 produced in the sea, and thank them.	Cognitive Sensorial	Same as above	2 min
Openings to the other benefits	. Invite the participants to discover other benefits offered by the Ocean	Realise that the Ocean also brings us many other benefits for our health!	Show the other posters on display (or faces of the giant dice) and invite the participants to discover another benefit of the Ocean	Affective	Posters on display.	5 sec