Living on the Edge

	TAB	RED Hat Feelings		TAB
WHITE Hat Information-What is the t	ruth	GREEN Hat New Ideas – What's possible		BLUE Hat Thinking
		YELLOW Hat Strengths-What's good about	TAB	
	TAB	BLACK Hat Weaknesses – What are the possible problems	ТАВ	

Living on the Edge

de Bono SIX Thinking Hats

Note: These activities are designed to promote Thinking Skills - using the marine environment as context. They rely on some previous knowledge of de Bono Six Thinking Hats



Activities

No 1

• Use the thinking hats cube and the creatures Biotic or Aboitic cube. Throw the cubes and then complete. Eg. Anemone + Red hat. Tell how you would feel being an anemone.



No 2

• Arrange the children into groups. Each group has a large piece of paper and pencils, a hats cube and an image or name of a creature. In this way create a number of different stations-make sure each group has a different creature. Students roll cube and then write their thoughts on the sheet of paper. Groups then change to the next station.



No 3

- Choose a Creature and roll the Hats cube or ask the students to complete the exercise for each of the six hats.
 - o All the eg. *Crabs* disappear
 - o Fish learn to walk on water
 - o The Barwon Bluff Marine Sanctuary is expanded
 - o Elephant Snails double in size
 - o Blue Ringed Octopus become very aggressive
 - Fertiliser use increases on farms and consequently leads to a huge algae bloom
 - Hundreds of people visit the Barwon Bluff Marine Sanctuary everyday
 - O A Mermaid is found at the Barwon Bluff Sanctuary.



Thinking Activities

- Alphabet Compile an A- Z of Marine Organisms
- Reverse -Write a series of questions that contain the words never or cannot. Eg 10 things a sponge can't do.
- What if....- Write a range of responses, both positive and negative to a scenario. Refer to Thinking Hats activity 3.

