

Trees to Seas: Journey of the Wild Salmon

Follow-up Questions

Below you will find some questions to answer after playing the “Trees to Seas” Board Game. Play the game as a class, with each “salmon” made up of a team of students, so the game becomes a group learning process. “Trees to Seas” works best if students have had some exposure to the salmon life cycle, although it is not essential. After playing the game as a group, ask each group to write out the answers to these questions:

1. Identify three dangers a young salmon might face between the time the salmon is just an egg in a redd (nest) and the time it reaches the estuary to develop into a smolt. Suggest ways to lessen or remove the danger in each case.
2. What are the habitat needs for a young salmon before it goes out to sea? Consider the salmon’s need for shelter, food, water, and space. Where do you find the egg? The fry? The smolt?
3. What predators eat salmon in the stream when they are young? What predators eat them in the ocean? What predators eat them when they return to spawn? Should any of these predators be controlled so they eat less salmon? If you think so, list which predator(s) and explain why.
4. What possible dangers might a salmon face when it returns to spawn? List three dangers and suggest three ways to lessen or remove the dangers. If you feel that some dangers are just part of the natural cycle and shouldn’t be altered, suggest instead a way to improve the salmon’s habitat for spawning.
5. Suggest three projects your class could do as a group to help a local stream be a better home for salmon.

The game “Trees to Seas” was reproduced with permission from the Washington State Department of Natural Resources website: <http://www.dnr.wa.gov/base/education>.



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