

Workshop 1 - Coastal erosion

Activity title or topic	Coastal erosion	Duration	45 minutes - 1 hour
Age	7 - 12 years old	Number of participants	Up to 25 students
Location	In class	Corresponding pages from the comic book	5-8
Presentation content	Theory on the causes, consequences and solutions of erosion. The workshop ends with a summary game lasting about 5 minutes, depending on the grade.	Materials required	Powerpoint presentation available in the practical guide 12 game cards to print x number of teams
<p>Part 1 : Understanding erosion</p> <p>Duration ≈ 5 min</p>	<p>To keep children's attention during the presentation, it's important to ask them questions and let them discuss their understanding of the subject.</p> <p>To introduce the topic, we ask them questions such as: "What does erosion mean to you? Have you ever observed it?" You can also refer them to pages 6 and 7 of the comic book to help them describe what erosion is (ask : "What did you learn from this page in the comic book?") You can note down the elements named by the students on the board. This list of elements will serve as a reference for them throughout the workshop. Referring to the students' answers and the images in the slide presentation, explain what erosion is. At this stage, the focus is on describing the phenomenon: answering the "what" of the issue.</p>		

Workshop 1 - Coastal erosion

	<p>At the end of this part of the workshop, you've established a definition of erosion with the participation of the students, and everyone has a common basis for understanding the phenomenon. Slides 3-6 show examples of environments with different degrees of erosion. Ask the group: "Can you see erosion in this picture?" You can complete the picture by discussing the different elements, to see if the students have understood the definition of erosion.</p>
<p>Part 2 : Causes</p> <p>Duration ≈ 20 min</p>	<p>The second part of the workshop aims to help students identify the causes of erosion, differentiating between anthropogenic causes (on which action can be taken) and natural causes. For this section, 3 slides will each present 3 illustrations of the causes of erosion. An intruder (a false cause of erosion) has slipped into each slide (e.g., making a sandcastle). In small teams, or simply by raising their hands, students must identify the intruder. Once the intruder has been identified, go back over each of the causes of erosion presented in the slide. You can ask them: "What does this picture show? Why is X involved in erosion?" and complete their answers so that they understand the link between the phenomenon and the element that produces it. It's important to take a moment to explain to students that there are two types of causes: one natural and the other caused by humans. We can ask the children if it's possible to stop the erosion that occurs naturally, and explain that it's better to act on what humans do.</p>
<p>Part 3 :</p> <p>Consequences</p> <p>Duration ≈ 5 min</p>	<p>In this part of the workshop, students will learn why it's important to be concerned about coastal erosion, and how to recognize problems caused by erosion.</p> <p>This is a more informative section in which you explain the impact of erosion on the coastal environment, with the help of the presentation slides. You can also refer to the issues illustrated on pages 6, 7 and 8 of the comic strip. After explaining the consequences, come back to the importance of taking action to avoid this problem.</p>

Workshop 1 - Coastal erosion

Part 4 : Integrating knowledge

Duration ≈ 25 min

The aim of Part 4 is to ensure that what has been learned in class and in the comic strip has been integrated. It also introduces students to solutions they can implement to limit erosion. This section of the workshop will take the form of an activity.

The activity can be done in small teams (3 or 4 students). Each team will receive 12 cards representing 4 scenarios (i.e. 3 cards/scenario). For each scenario, one image represents a cause of erosion, another a consequence and the last a solution. Students will have to sort the images according to the situation illustrated, and put them back in order to create a **"history of the fight against erosion"**.

After about 10-12 minutes, return to the exercise as a group. You can put the answers on the board and discuss each situation (about 5 minutes/situation). Take time to ask questions and discuss with students: **"What is the name of this cause? How would you solve this problem? Why does this solution help this problem?"**. At this point, it's also a good idea to do a little role-playing with the students. We can ask them what they would like to do among the solutions they have seen to combat erosion, or what they would tell Hector (see page 6 of the comic book) or a member of their family to help them adopt good behavior. By making links with their daily lives and situations they're familiar with, we encourage them to integrate their knowledge and get involved in the fight against erosion in their environment.

Conclusion

Duration ≈ 5 min

You are now erosion experts! You have a mission to help reduce its impact. Ask them what they liked best, what they'll remember, a piece of information that surprised them, etc. Invite students to share their new knowledge with family and friends. We can also point out that the best way to raise awareness of environmental issues is often to "lead by example" by adopting the right behaviors ourselves. In this way, we encourage others around us to do the same. Everyone wins!