

# The Luck of the Irish Seas: Exploring Ireland's Marine Life

Ages 5-8



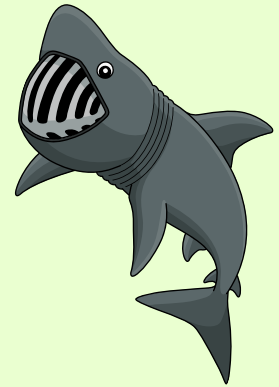
## Lesson Overview

This virtual lesson introduces young students to Ireland's unique marine ecosystems with a playful Disney's "Brave" twist. Students will discover fascinating sea creatures found around Ireland's coast and participate in a hands-on experiment exploring water density and ocean currents.



## Materials Needed (to be prepared by parents)

- Clear drinking glass or jar
- Blue food coloring
- Vegetable oil (1/4 cup)
- Small seashells, pebbles, or small plastic sea creatures (if available)
- Green paper
- Scissors
- Optional: Glitter (preferably green or blue)



## Lesson Plan

### 1. Introduction (5 minutes)

- Welcome students to the virtual "Luck of the Irish Seas" adventure
- Introduce yourself as their guide to Ireland's magical oceans
- Brief connection to Brave: "Just like Merida from Brave followed the will-o'-the-wisps, we'll follow the ocean currents to discover Ireland's sea treasures!"
- Quick show-and-tell: Students can share any ocean items they have at home



### 2. Ireland's Marine Life Exploration (10 minutes)

- Show map of Ireland highlighting its coastline
- Introduce 5 amazing sea creatures found in Irish waters:
  - Basking Sharks (world's second-largest fish!)
  - Grey Seals (like ocean puppies!)
  - Bottlenose Dolphins (very social, like families in Brave)



- ☐ Octopuses (shape-shifters of the sea)
- ☐ Colorful sea anemones (like underwater flowers)
- For each creature, share one "lucky" adaptation that helps it survive
- Include one fun fact about each creature that will amaze the children



### 3. Interactive Movement Break (5 minutes)

- "Move Like Irish Sea Creatures" activity
- Students mimic movements based on your instructions:
  - ☐ "Swim like a dolphin!" (dolphin movements)
  - ☐ "Hide like an octopus!" (curl up small)
  - ☐ "Wave like seaweed in the current!" (wave arms)
  - ☐ "Open and close like a sea anemone!" (hands opening/closing)
  - ☐ "Bask like a basking shark!" (slow, mouth open movements)

### 4. Hands-On Experiment: "Brave Ocean Currents" (15 minutes)

**Experiment Goal:** Create a mini "Irish Sea" that demonstrates ocean layers and currents

#### Step-by-Step Instructions:

1. Fill the glass halfway with water
2. Add 2-3 drops of blue food coloring and stir
3. Slowly pour vegetable oil on top of the water (it will float!)
4. Add small shells or pebbles and watch them sink through the oil but stop at the water
5. Optional: Add a sprinkle of green glitter to represent the "luck of the Irish"
6. Gently tilt the glass back and forth to create "ocean currents"



#### Science Explanation:

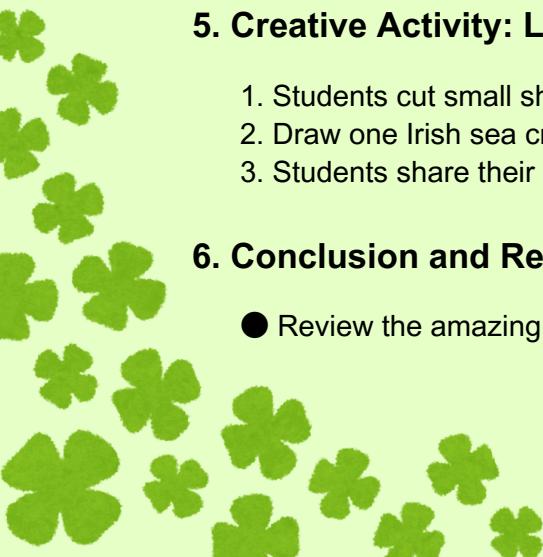
- The oil and water don't mix because they have different densities
- This is similar to how the ocean has different temperature and salt layers
- Ocean currents move differently through these layers, just like in our experiment
- Connect to Brave: "Just like Merida had to be brave to follow her own path, ocean creatures must be brave to navigate the currents!"

### 5. Creative Activity: Lucky Sea Creature Shamrocks (5 minutes)

1. Students cut small shamrock shapes from green paper
2. Draw one Irish sea creature on each leaf of their shamrock
3. Students share their shamrocks and explain why their chosen sea creatures are "lucky"

### 6. Conclusion and Review (5 minutes)

- Review the amazing creatures we discovered in Ireland's seas



- Discuss what students found most interesting
- Ask students to share one way the ocean is "lucky" for us
- Thank students for being "brave explorers" of the Irish seas
- Optional: Kids can show their experiments one last time on camera

## Extension Activities (for after class)

- Keep observing the experiment jar over the next day
- Draw a picture of a new sea creature that could live in Irish waters
- Look up more information about their favorite Irish sea creature

## Accessibility Considerations

- Experiment can be demonstrated by teacher if students don't have materials
- Movement break can be modified for different mobility levels
- Visual descriptions

