Fishing Log

Fisher: Ocean Name:

Let's Go Fishing!

*Adapted from, "Fishing for the Future," from Facing the Future Through Global Issues

Goal of the game: To have as many fish as possible by the end of season 4.

How to Play:

- You must catch at least 2 fish each season from an ocean. If you do not catch at least 2 fish, you must sit out the next season.
- There are 4 seasons. Each season lasts 20 seconds.
- Record your catch and the number of fish left in the ocean after each season.
- Fish left in ocean will repopulate the fishery. One new fish will be added for every fish remaining.
- The maximum number of fish the ocean can carry is 20 (carrying capacity). ٠
 - If 9 fish remain at the end of a season, you may add 9 fish for a total of 18 fish as your starting number for the next season.
 - If 15 fish remain, you may only add 5 fish for the next season.

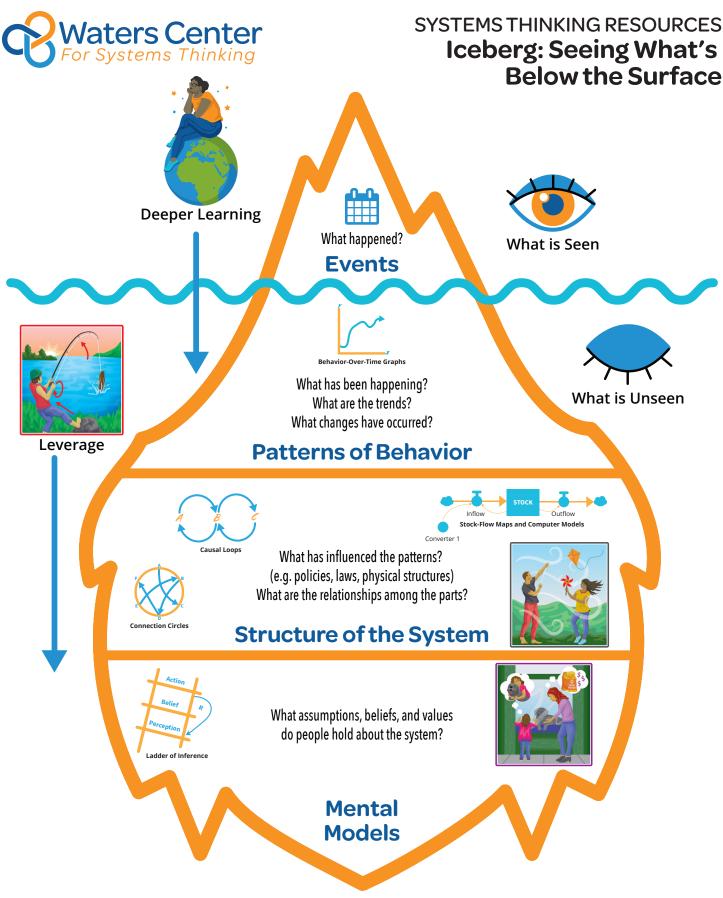
Season	Technology	Starting number (Fish Stock)	My Catch	Fish Remaining
1	Chopsticks- one hand behind back	20		
2	Chopsticks- may use both hands			
3	Spoon			
4	Any Method			
Total f				

Describe the health of your fishery (Circle one):

Health of fishery	Robust	Healthy	Sufficient	Weak	Collapsed
Fish remaining	16 or more	11-15	5-10	1-4	0

Questions for discussion:

- Did anyone end up with a robust fish stock? Healthy? Collapsed?
- How did it feel when you realized you had depleted your fish stock?
- How did members of your group interact with each other? With other groups in the room?
- What caused you to be successful or unsuccessful?
- If we played again, what would you do differently?



Adapted from Innovation Associates, Inc.



© 2020 Waters Center for Systems Thinking | WatersCenterST.org This work is licensed under the Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. To view a copy of this license, visit http://creativecommons.org/licenses/by-nc-nd/4.0/ or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

