

MARECO

A Coral Reef Teaching Toolbox

MARECO has been developed through a scientific program with a goal to disseminate and communicate results of research conducted on coral reefs. The results obtained in different countries (Vanuatu, Madagascar, New Caledonia, Reunion and Mayotte Islands) demonstrate the performance of MARECO as a playful tool to transfer scientific knowledge to children and increase their awareness on coral reefs.

MARECO invite children (5-11 years) to discover coral reef biodiversity, threats to reefs and management options, through three games (a card game, a picture book, a board game). The toolbox also includes a teacher's handbook with fully-fledged teaching aids.

The coral ecosystem



In this picture book, a tiny coral polyp called Polly, takes us to discover the living environment, the coral ecosystem.

This game focuses on the **biodiversity** and **vulnerability** of coral reef ecosystem facing natural and human-induced **disturbances**.



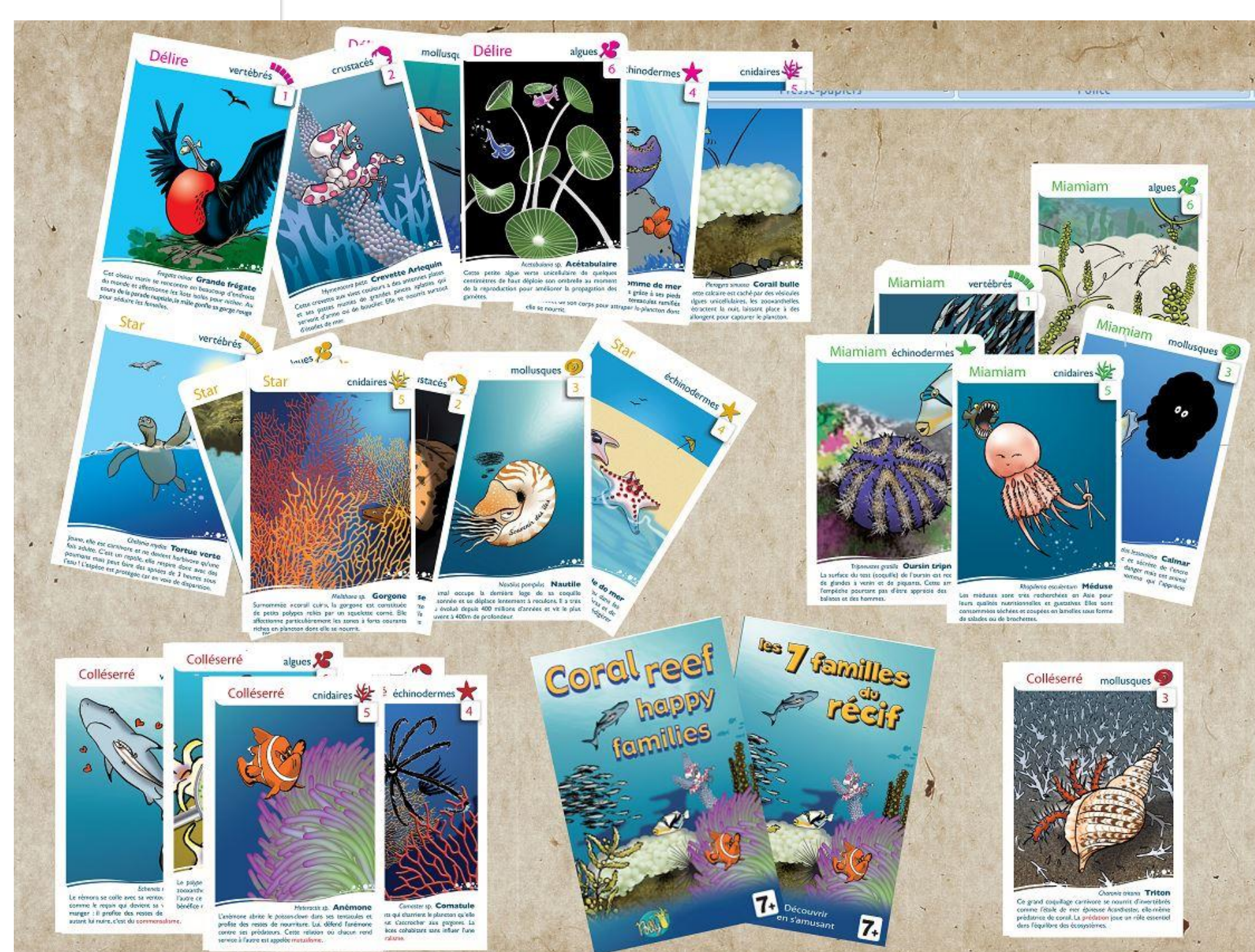
Vanuatu, 2010



The picture book « *The Colours of the Reef* »

The reef biodiversity

Emblematic animals and plant that live on coral reefs are introduced in an entertaining approach to the **interactions** between species and **classification** and **diversity** of species, called by funny names (Yum-Yum, Super Star, Hand Off, ...).



The card game « *Coral Reef Happy Families* »

The reef management

The board game is a cooperative game featuring different **users** of the coral reef (fisher, tourist, warden of the marine protected area, seaside inhabitant). The players must collaborate in order to save a reef that is agressed and threatened and to develop an **efficient management** based on **concertation** between users.



Madagascar, 2014



The board game « *See You at the Reef* »

Know and understand to protect
Inform and educate to modify our behavior