



The future of the reef

Lesson plan: the state of reefs, threats and solutions, a two futures task and the Reef Explorers board game



Ages	9 to 15
Time	60 to 75 minutes
Group	Up to 35 students, in groups of two to six for the game
Where	Any classroom. No internet needed.
You need	The slides, one Two futures sheet per student, one printed board game per group, dice and counters

What students learn

- How Philippine and world reefs are doing, using real survey data.
- The main threats to reefs, from global heat to local fishing and pollution.
- What works to protect reefs, using Apo Island as a real example.
- How individual and community actions add up.

Before the lesson

1. Print one **Two futures** sheet per student.
2. Print one **Reef Explorers** game per group: the board (A3 if possible, A4 works), the rules and the three sets of cards. Cut out the cards and keep each colour in its own pile.
3. Each group needs one dice and a counter per player. Coins or bottle tops work as counters.

The lesson

- 1 **How are reefs doing? 10 minutes, slides 1 to 4.** Share the Philippine survey and the bleaching chart. Keep it hopeful: slide 4 stresses that local action still matters.
- 2 **Threats on our doorstep 10 minutes, slides 5 and 6.** Ask students which threats they have seen themselves. Explain that crown-of-thorns starfish are native, and the problem is outbreaks.
- 3 **Protection works 8 minutes, slides 7 and 8.** Tell the Apo Island story and show how people are helping reefs, including MCP.
- 4 **Two futures 10 minutes, slide 9.** Students fill in both columns, then compare with a partner.
- 5 **Reef Explorers 20 minutes, slide 10.** Groups play the game. Walk around and ask about the cards they draw.
- 6 **Wrap up 5 minutes, slide 11.** Each student writes a reef promise at the bottom of the Two futures sheet.

Answers and what to listen for

Two futures, what to listen for: with no change, less coral and fish, poorer catches, fewer turtles and tourists, more storm damage. With action, protected areas full of fish, healthier coral that recovers better after heat, steady catches and jobs.

Question card answers are printed upside down at the bottom of each card.

Making it easier or harder

- **Younger groups:** play the game with only the Benefit and Threat cards, and treat question squares as free spaces.
- **Older groups:** after the game, ask each group to invent two new cards, one Benefit and one Threat, based on something happening in their own town.
- **Link to action:** the plastic lessons in this series include a school clean-up project.

Safety and good practice

- Keep dice and small counters away from very young children.

Curriculum links

- **Science:** human impact on ecosystems, climate change, conservation.
- **Social studies (Araling Panlipunan):** communities managing shared resources.
- **Ocean Literacy Principle 6:** the ocean and humans are inextricably interconnected.

The teacher reading has the science behind every slide, with links to the sources.

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