

NET RESULTS—Part 3

After you have played ten rounds of the game "Net Results," answer the following questions:

1. Summarize the results of the game. What trends did you see in the beanfish population over time?

2. Of the factors that increase and reduce the populations of species in the water, which can we control? Look back at the "Bottle Model" from Part I and circle the factors that people can control through various actions. Under each factor you circle, provide an example of an action that you, or other people, do or could do to decrease the flow from the faucet.

3. Describe three events, actions, or decisions in the game that most influenced the health of your fishery.

4. List and explain three things that you would do differently if you were to play "Net Results" again. How do you believe these changes would affect the outcome of the game?

5. Because this was a game, or a model of a real-life process, there were many things that were not quite realistic. Even so, this game should have given you a good sense of the challenges, cooperation, and compromise involved in fisheries management. What other factors might influence populations and catches if this experiment were done in real life?

6. This game deals with a very real issue: the role of laws in fisheries management. Think about how laws or regulations affected the watermen and recreational fisherpeople in your game. How did the regulations affect the fish population?

Write a persuasive paragraph to a classmate explaining whether or not you think we need laws, such as those you saw in the game, to manage fisheries. Use examples and evidence from the "Bottle Model," the game, and any prior knowledge you might have to support your perspective.
