**Living Blue: Marine Reserves**  
The Something Game



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| You have 20 minutes to draw a sketch map of a marine environment – you must include as many things as you can that fit the following descriptions.  Something that is:   * Fragile * Old * Prickly * Dependent on something else * Not natural * Dead * A home * Foreign * Food * Protected * Wet * Alive * Colourful * Breakable * Unusual * Exotic * Unnecessary * Miniature * Smelly * Squashed * Living on dead things * Hungry |