



## **Fishing cod in the Baltic Sea – Gambling with the ecosystem services**

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The population of cod in the Baltic sea has over the last decades decreased due to overfishing. To make the students aware of this problem and also to find a solution they are introduced to a game. The purpose of the game is to let the students know how to use renewable natural resources in these aspects; 1 Fishing cod without using it up 2 That solidarity is needed if you are sharing a resource 3 That cooperation is the key to keeping a natural resource healthy.

The students are fishermen in group of four and are equipped with a boat. The playing board is a map over the Baltic sea. The rules of the game include the carrying capacity of the sea, how much fish one fishing boat is allowed to pick up, how much it costs to have a boat, and possibilities to buy a bigger boat.

The game has two rounds: In round one the students in the group are competing against each other, they are not allowed to talk to each other and they are supposed to get as much fish as they can. As a consequence after round one the sea will become empty. In round two the groups compete with each other and they are coworking within the group. After this round the result is different from the first round. The catches are bigger than in round one and still there are cod left in the sea, which will generate a good fishing in the future..

The discussions after the game can be about why the two rounds ended so different, general discussion about "tragedy of the commons", sustainable use of ecosystem services and discussions about resources in common.