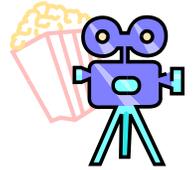




Fishing - Through the years - Activity List



P1-4

1. **Write a poem or story** - you are a lighthouse keeper up at Muckle Flugga in the 19th century - what different boats go passed the lighthouse? Who is on them and what are they doing? (Fishing, travelling, trading...) Is it far away or up close? What does the weather look, sound and smell like? Does the boat get wrecked on the rocks? Do you go down to see the boat and people on it? Do you go into the boat? Use lots of describing words!
2. **Design your own boat** - What does it look like? What is it used for? What do the parts do and how do they work? Make up a poster with a drawing of your boat and a description of it.
3. **Write a leaflet** - write a leaflet showing us what fishing is like - What kind of boats do they use? Did you see any boats on your way to school? What kind of nets do they use? Did you see anyone fishing? Where (in a loch or in the sea)?

P5-7

4. **Write some diary entries** - from the mind of a skipper or fisherman - are they from Shetland? Or have they travelled to Shetland to fish? Is it the 18th, 19th or 20th century? How and when do they go out fishing? Who are their crew? What happens when they go out? Do they catch fish? Does anything else happen? What's the weather like? Do they get stuck in a storm? Or do they catch a really big fish? Where do they sleep? How often do they eat? Do they enjoy being out at sea? Why, or why not?
5. **Create a poster** - all about haaf fishing - draw the boats they would have used, show how they work, explain how many people would go out to sea, and for how long etc...
6. **Research and design a fishing boat** - what would it be made out of? What parts does it need? Does it have an engine or is it an older model? Does it

have oars? What about fishing nets? And a crew? Make your boat out of paper, wood or any materials that suit it!

S1-3

7. **Make up a job advertisement** - for working in a fish factory. Come up with good and bad points about the job, and what you'd have to do, what skills you would need to have.
8. **Interview an older Shetland person** - find out about fishing from somebody who went out to the fishing when they were younger, or had a father, uncle or granddad who did. What did they think about it? What was the work like? What tools did they have? What did they catch? How long were they out at sea for? Present your material in any way you like - be creative! Perhaps it could be a filmed documentary, or an interview style...
9. **Create a 'soundscape'** - make a soundscape from different recordings, which help illustrate life out at sea in the 19th century - think about the people, their boat, their oars, nets, lines, the weather etc. Work in groups and use your imagination! This can be audio only, or video footage. It could be a documentary style recording, or could be simply creative.
10. **Research how the islands received goods and trades in the past** - compare this with how they receive goods today - you can present your material in the form of a poster or any other creative method you like.