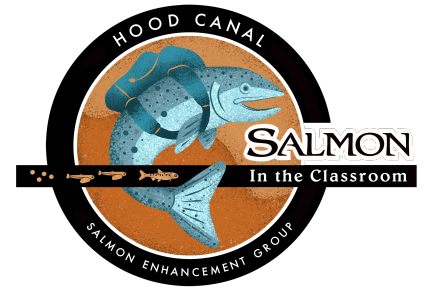


Environmental Education

From the Salmon Center



“SMELL YOUR WAY HOME”

This game explains how salmon leave their home stream, go out to sea and return to the same stretch of river, after being away for up to 7 years. They don't have a GPS like we use, but they do have an adaptation called “imprinting” where they memorize the smells, temperature, salt vs. fresh water levels, and coastal location as they leave the stream, to help them return to later on.

This game works best with 2+ people so scents can be mixed up. Now it's your turn to practice your imprinting skills!

MATERIALS:

- 2+ different scented items labeled with your favorite local creeks names, items must look visually identical.
 - (cotton balls with essential oils, candles or jars of spices work well!)
- Space to run or “swim around” 7 laps around the perimeter, signifying the 7 years salmon spend in the ocean.
 - (perimeter: around living room, outside of house, yard, etc.)

HOW TO PLAY:

1. Create the scented items and place them in different corners of the room so the scents don't overlap.
2. Have the students pick the scent and name it before they leave the area.
3. Students go and do 7 laps around the perimeter, signifying the 7 years salmon spend in the ocean.
 - a. While runners are completing the 7 laps, the non-runners move the scents around to other locations in the room.

4. After the 7 laps are completed, students come back inside and try to identify where their home stream is located.

