

Fish Iowa! Unit

Day 1

Teaching Objective

To give the student basic history of fishing in Iowa

To familiarize students with the basic understanding of fishing rules and regulations

Students will be familiar with the ethical position in fishing

Reference Materials

Fish Iowa! Unit #1 pages 1-21

Materials Needed

Iowa Fishing Regulations Booklet (one copy per student)

Description of Activities

To explain what the Fish Iowa! Program is all about. To give some basic history of fishing and how it has impacted Iowa. To teach, discuss, and review Iowa fishing rules and regulations. To discuss the importance of ethics in the sport of fishing.

- I. History
 - a. Food Source
 - b. Commercial Fishing
 - c. Recreational Fishing
- II. Regulations
 - a. Fishing Licenses
 - b. Length Limit
 - c. Fishing Season
 - d. Daily Catch and Possession Limit
 - e. Other Regulations
- III. Ethics
 - a. Privilege
 - b. Respect
 - i. Natural Resources
 - ii. Private Property
 - iii. Resource User

Day 2

Teaching Objective

To give students basics understanding of fish characteristics

Students will become familiar with the fish families

Students will be able to identify fish species common to the area

Students will understand basic fish anatomy

Reference Materials

Fish Iowa! Unit #2 pages 23-38

Materials Needed

Iowa Fish ID Guide

Fish Iowa! Game cards

Fish Anatomy Poster

Description of Activities

To give the students the general characteristics of fish. Teach, discuss, and review the fish families. Discuss what species of fish we need to identify in our area and go into detail on the identification of the fish anatomy.

- I. General Characteristics and Senses
 - a. Vision
 - b. Hearing
 - c. Taste
 - d. Smell
- II. Identify Fish Families
 - a. Catfish Family
 - b. Sunfish Family
 - c. Perch Family
 - d. Trout Family
 - e. Pike Family
 - f. Minnow Family
- III. Identify Common Fish in the Area
 - a. Catfish
 - i. Channel Catfish
 - ii. Bullheads
 - iii. Flathead Catfish
 - b. Sunfish
 - i. Largemouth Bass
 - ii. Smallmouth Bass
 - iii. Sunfish
 - iv. Crappie
 - c. Perch
 - i. Yellow Perch
 - ii. Walleye
 - iii. Sauger
 - d. Trout
 - i. Rainbow Trout
 - ii. Brown Trout
 - e. Pike
 - i. Northern Pike
 - ii. Muskellunge
 - f. Minnow
 - i. Common Carp
 - ii. Grass Carp
 - iii. Large Creak Chub
 - iv. Others

Day 3

Teaching Objective

To give the students the terminology of the equipment used in fishing

Identify the different tackle used

To teach and practice the basics of knot tying

To teach and practice casting

Reference Materials

Fish Iowa! Unit #3 pages 39-52

Fish Iowa! Unit #4 pages 58-59

Materials Needed

Fishing Poles

Reels

Variety of Lures

String/Rope

Eye Bolt

Hoola Hoops

Casting Plugs

Description of Activities

To give the students basic information on equipment. Know the difference between closed reels, open-faced reels, and baitcaster reels. Teach the difference between an ultra light, medium, heavy, and fly poles. Teach, discuss, and review knot tying. Identify the difference between improved clinch knot, palomar knot, and blood knot. Teach, discuss, review, and practice casting for accuracy.

- I. Terminology
 - a. Rods
 - i. Ultra light
 - ii. Medium and Heavy
 - iii. Fly
 - b. Reels
 - i. Closed Faced
 - ii. Open Faced
 - iii. Baitcasters
 - c. Line
 - i. Monofilament
 - ii. Braided
- II. Tackle
 - a. Hooks
 - i. Single Barbed Hook
 - ii. Treble Hook
 - iii. Barbless Hook
 - b. Sinkers
 - i. Split Shot
 - ii. Lead vs. Steel
 - iii. Others
 - c. Bobbers
 - d. Swivels
 - e. Leaders
- III. Knots
 - a. Improved Clinch Knot
 - b. Palomar Knot
 - c. Blood Knot
 - d. Practice Knot Tying
- IV. Casting
 - a. Technique
 - b. Demonstrations

c. Practice Casting

Day 4

Teaching Objective

- To give students basic information on the aquatic ecosystem
- To present information on the variety of line bait
- To present information on artificial lures and flies
- To demonstrate and practice baiting with live bait

Reference Materials

Fish Iowa! Unit #4 pages 53-63

Materials Needed

- Pictures or Examples of Live Bait (night crawlers)
- Pictures or Examples of a Variety of Lure and Hooks

Description of Activities

Teach, discuss, and review the aquatic ecosystem and the path of the food chain. Present and describe natural baits and how they are affective. Discuss and present artificial lures and flies. Demonstrate and practice baiting a hook with live baits.

- I. Aquatic Ecosystems
 - a. Microscopic Organisms
 - b. Predators
 - c. Prey
 - d. Food Chain
- II. Live or Dead Baits
 - a. Worms
 - b. Minnows
 - c. Leeches
 - d. Crayfish
 - e. Grasshoppers or crickets
 - f. Frogs
 - g. Other insects
 - h. Scented bait
 - i. Dough Bait
 - j. Kernel Corn
- III. Artificial Lures and Flies
 - a. Jigs
 - b. Plugs
 - c. Spoons
 - d. Spinners
 - e. Soft Plastic
 - f. Flies
 - i. Wet Flies
 - ii. Dry Flies
- IV. Baiting Hooks
 - a. Panfish Rigs
 - b. Game Fish Rigs
 - c. Catfish Rigs

Day 5

Teaching Objective

Students will learn procedures for playing fish, landing fish, and retrieving the fish from the water
Learn the “catch and release” program
Learn how to keep your catch fresh
To demonstrate proper procedures for cleaning and filleting fish

Reference Materials

Fish Iowa! Unit #5 pages 65-78
Audio-Visual CD

Materials Needed

Audio-Visual: Landing and Caring for the Catch
Fish Cleaning Tools

Description of Activities

Teach, discuss, and review procedures of the process of landing a fish. Watch the Fish Iowa! Supplement CD on landing and caring for the catch. Discuss the importance of “Catch and Release.” Discuss putting the fish on ice. Demonstrate how to clean a fish.

- I. Landing the Fish
 - a. Setting the Hook
 - b. Playing the Fish
 - c. Landing the Fish
 - d. Retrieving the Fish from the Water
- II. Catch and Release
 - a. Land Quickly
 - b. Keep in the Water
 - c. Holding the Fish
 - d. Hook Removal
 - i. Barbless Hooks
 - ii. Cut Line
 - e. Revive Fish
- III. Keeping the Catch
 - a. Storage for survival
 - b. On Ice
 - c. Field Dress
 - d. Cleaning
- IV. Filleting
 - a. Cutting Board
 - b. Flexible, Sharp Fillet Knife
 - c. Procedure