

The Cedar River Watershed Water Cycle Game Directions



1. Set up the game inside or outside. The water cycle sites (large cards) are spaced a good distance apart. Place the cloud site far away from the ocean site. Stack the smaller sets of cards at each location.
2. Divide the class into groups of three. Each person represents one atom in an H_2O molecule! Inform them that the water molecule bond is one of the strongest bonds on earth, very difficult to break, so they must remain together at all times.
3. Demonstrate the activity. Each group (H_2O molecule) will start at a different site, taking a card from the top of the stack. Next, they read and record the action that is written on the card on their water cycle score card and return the card **the bottom of the stack**. The H_2O molecule then moves to the next location with their clipboard and repeats the process.
4. After the demo, give each H_2O group a clipboard with a copy of the water cycle score card and assign them to a site. Have each group record their starting location on the clipboards. The groups spread out and... Go!
5. Each H_2O molecule will quickly notice that they spend a great deal of time going from the ocean to the clouds and straight back to the ocean again. That is okay, that is what most water molecules do.
6. Wrap-up with a discussion about the water cycle and/or have them write stories about the life of a water molecule.

Have Fun!

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Water Cycle Game Inventory

1 Instruction Card

1 Score card

Animal - 1 large card

10 small cards

- 4 Exhaled from lungs evaporate to clouds
- 2 Brushing teeth go to ocean
- 4 Animal urinates go to mountains

Clouds -1 large card

12 small cards

- 2 Fall as snow on to the ocean
- 2 Fall as rain on to the ocean
- 2 Fall as rain on to mountains
- 2 Fall as snow on to mountains
- 2 Fall as rain on to parking lot go to river
- 2 Fall as rain into the Cedar River

Mountains -1 large card

12 small cards

- 2 Get frozen in ice stay at mountains
- 4 Roll downhill become Cedar River
- 2 Evaporate go to Clouds
- 2 Soak into ground become groundwater
- 2 Soak into ground get absorbed by plant

Ocean -1 large card

10 small cards

- 4 One of countless molecules stay in ocean
- 4 Evaporate go to clouds
- 2 Kelp plant transpires you into air

Plants -1 large card

10 small cards

- 6 Plant transpires evaporate to clouds
- 2 Plant uses you to grow stay in plant
- 2 Plant stores you as fruit go to animal

River -1 large card

10 small cards

- 4 Roll downhill go to oceans
- 4 Evaporate go to clouds
- 2 Animals lick you up animals

Groundwater - 1 large card

12 small cards

- 2 Pumped from underground become plants
- 4 Underground stream becomes river
- 2 Go through roots to plants
- 4 Underground stream goes to ocean

Water Cycle Score Card

Location

What Happens to You?