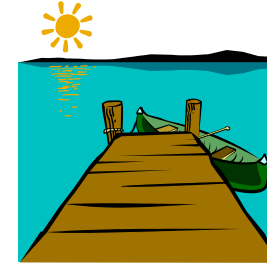


Glaciers



- Roll 1: Melt and filter into groundwater
- Roll 2: Evaporate and move into clouds
- Roll 3: Melt and flow into river
- Roll 4: Remain frozen in glacier
- Roll 5: Remain frozen in glacier
- Roll 6: Remain frozen in glacier

Lakes



- Roll 1: Filter into soil and into groundwater
- Roll 2: Drunk by animals
- Roll 3: Flow into river
- Roll 4: Evaporate and move into clouds
- Roll 5: Evaporate and move into clouds
- Roll 6: Remain in lake

Project Wet Incredible Journey Travel in the Water Cycle

Board Game –

1. Each player is given a chip as a playing piece.
2. Place all playing pieces on “Spring.” Roll die to determine which player goes first.
3. Roll die and move marker to the location indicated by the die.
4. Record moves on the game sheet by drawing lines.
5. The game continues until one player has visited all 9 places or time is called by the teacher. [Lake, Glacier, Animal, River, Plant, Soil, Groundwater, Ocean and Cloud]

