



Dakota Science Center

Science is for Everyone!

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Incredible Journey Water Cycle Game

Grade Level: 3-5

Classroom Time: 1 class period

Materials:

Incredible Journey Game

Game Sheets

Station Signs (9)

Box Dice (9)

Incredible Journey Game Bracelet option:

Orange Beads (Soil)

Yellow Beads (Clouds)

Blue Beads (Ocean)

Brown Beads (Groundwater)

Pink Beads (Lake)

White Beads (Glacier) Red Beads (Animals)

Dark Green Beads (Plants)

Purple Beads (River)

String 16" long

Incredible Journey Board Game

Game Sheets

Bag of 4 Chips & 1 Die



Objectives:

1. Students will describe the movement of water within the water cycle.
2. Students will identify the state of water as it moves through the water cycle.

Teacher's introduction to the activity:

Review the water cycle with students. Before & after playing the game discuss how water makes in incredible journey traveling through plants, lakes, soil, animals, groundwater, rivers, lakes, glaciers and clouds. In the outdoor or gym game students will travel the water cycle using large dice and will draw lines on the game sheet to track their water journey. Make a circle of chairs (stations). Tape the station information cards on the chairs. Match a large die to each chair. The board game is similar. The students draw a line on the game sheet to track their water journey. Bracelets may be made instead of using the game sheet: color of the beads [Pink (Lake), White (Glacier), Red (Animals), Purple (River), Dark Green (Plants), Orange (Soil), Brown (Groundwater), Blue (Ocean), and Yellow (Clouds)]

Project Wet Curriculum and Activity Guide. (1995). Watercourse and Western Regional Environmental Education Council. 161-164. Bozeman, MT: The Watercourse.

Instructions:

Board Game –

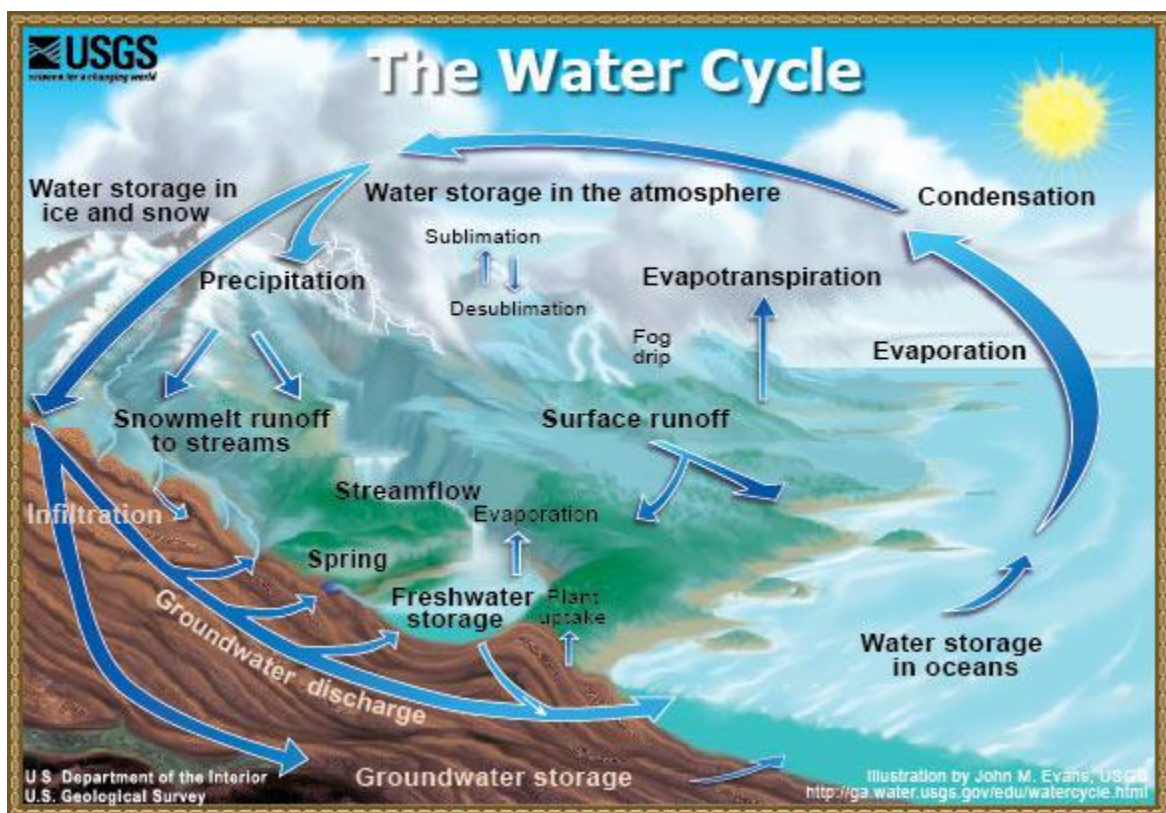
1. Each player is given a chip as a playing piece.
2. Place all playing pieces on “Spring.” Roll die to determine which player goes first.
3. Roll die and move marker to the location indicated by the die.
4. Students draw lines on the game sheet to track their water journey.
5. The game continues until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

Outdoor/Gym Game –

1. Give each student a game sheet. Remind students to read the information provided at each station/chair, record the water journey on the game sheet.
2. Assign students to a starting station/chair.
3. Student rolls the box die at the each station to determine the next station to visit.
4. 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]
5. Students draw lines on the game sheet to track their water journey.

Skills: Identifying components and relationships, model interpretation

Vocabulary: Condensation, Evaporation, Evapotranspiration, Freshwater, Glacier, Groundwater, Precipitation, Snowmelt, Streamflow, Surface runoff



The Incredible Journey

Travel in the Water Cycle

Game Sheet

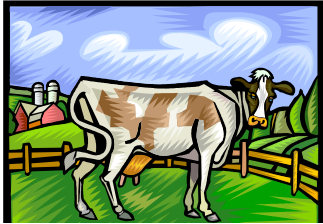
Clouds



Ocean



Animals



Plants



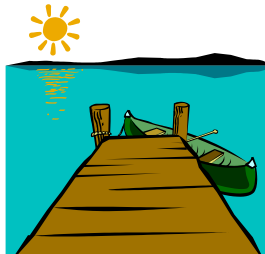
River



Soil



Lake



Groundwater



Glacier

