

Water Cycle Journey

OBJECTIVE:

Students become a drop of water and travel throughout the world in the water cycle.

SET UP:

1. Place the colored signs around the room
2. Set each die its sign by matching the colors

INSTRUCTIONS:

1. Tell the students that they will become a **drop of water** and **travel** around the world.
2. **Ask them** where they think they will travel. Where will they spend the most time and why?
3. To play the game students they will start at a **sign**.
4. They will **roll the die** to determine where they will go next.
5. They will travel to this next place and **get in line to roll** the dice again.
6. Students will either need to remember **where** they went and **how** they got there or write it down in the journals on a blank page.
7. **Play the game!** Students can start at any sign.
8. Give the students enough time to travel to at least 7 places. You can stop the game at anytime.

WRAP UP:

1. Ask students to share their journey. If you are in the Girl's Activity Room, have the students point to the places they went on the water cycle mural.
2. Ask students to share their journey and explain how they got from place to place. (The answers are on the dice!)
3. Survey the students to determine which station had the most visits and why. Which places had the fewest visits and why? Reference the residence chart next to the mural.

4. Ask students what would happen to the water if it rained at Foothill. Students could illustrate their ideas on the Mural

JOURNAL ASSIGNMENTS:

1. Students can record their journey on a blank page
2. Have students draw their journey on a blank page
3. Student can write a story about their journey or part of their journey and get creative on a blank page.