

Curriculum topics:

- Water
- Resource Conservation
- Environment
- Human Impact

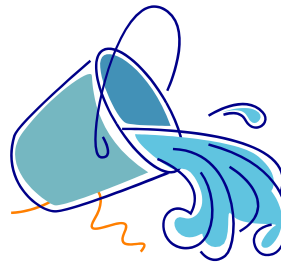
Subject:

Earth/Space Science

Grade range: 4 – 8

SPLASH!

Make smart water choices at home, school, work, and play!



As they play Splash, young students will start to think about their own water choices. Older players will discover that the game is intriguing and involves quite a bit of strategy.

Who we are:

Resource Area for Teaching (RAFT) helps educators transform the learning experience through affordable “hands-on” activities that engage students and inspire the joy and discovery of learning.

For more ideas and to see RAFT Locations

www.raft.net/visit-raft-locations



Home



Work



Play



School

WHERE CAN YOU SAVE WATER?

Materials required

- Counters, 100 (preferably blue)
- Tray, small, 4 (holds 25 counters)
- Tray, large, 1 (holds 100 counters)
- Deck of 52 special playing cards, 1 [Deck includes 4 additional blank cards (1 of each suit) to create new water choices.]
- Optional: Game Board

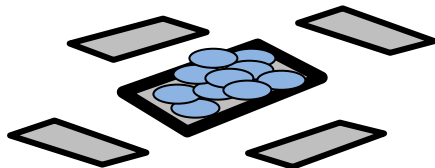
[Download a pattern for the cards & game board at www.raft.net/raft-idea?isid=740.]

How to build it

- 1 If the deck of cards is not pre-cut, use scissors or a paper cutter to separate the cards.



- 2 Place 100 counters in the large tray. Place a small, empty tray in front of each player.



Playing the game (for 4 players)

Objective: Don't be the biggest water user!

- 1 **Get ready.** Pick a dealer, shuffle the deck, and deal all cards to the players. Students will find it helpful to arrange their cards by suit.
- 2 **Start the first round.** The player to the left of the dealer starts the first round by choosing a card and placing it face-up on the table. The player announces the "suit" (Home, School, Work, or Play) and reads the "water choice" on the card aloud. The number on the card represents the amount of water used by the activity – low numbers represent good water choices!
- 3 **Complete the round.** Other players must "follow suit" if they can. This means each player puts down a card of the same suit as the first player. If a player cannot follow suit, that player can discard any card of their choice. The discarded card will **not** count against the player when the round is scored. Each card is read aloud as it is placed next to the other card(s).
- 4 **Keep score.** At the end of the round, when all players have played a card, the person who played the highest number card in the suit is the biggest water user. For example, if the highest card in the suit was a 4, the player who played that card would take 4 counters from the center tray and put them in his or her own tray. If more than one person played a 4, each person must take 4 counters.

Exception: If a **water savings card** is scored, **no one** needs to take any counters!

To score a water savings card:

Water savings cards have negative (-) numbers on them. If a player plays a water savings card in the correct suit, then that player can **remove** 5 counters from his or her tray and put them back in the large tray. (If the player has fewer than 5 counters, put them all back.)

Once the score is calculated for the round, put aside the cards used that round.

5 **Start the next round.** Once the scoring is done, gather the used cards and put them aside. The next round is started by the player to the left of the player who started the previous round. Repeat steps 2-5 until all cards have been played.

6 **Find the winner.** At the end of the game, the winner is the player who used the least water (has the fewest counters). Multiple winners are possible – good work everyone!

About the Game

Each card in this game displays an everyday use of water. Some of the water uses are smart, such as "Scrape plates before rinsing them." Other choices are not so smart, such as "Run the big fountain in front of the office." Players try to minimize the amount of water they use.

STRATEGY TIPS:



Players can come from behind with the help of **water savings cards** that actually reduce their costs by doing smart things like installing a drip irrigation system. In some games, it may be wise to hold onto these bonus cards until the end. In other games, this approach can backfire because these valuable cards may wind up becoming discards toward the end of the game.

Students will quickly see there is an advantage to “discarding” **high cards** when they can be safely played without penalty. This happens when the player is (a) unable to follow suit, or (b) when a previous player has played a water savings card

Don't worry, after a few rounds, these strategy tips will become clear to the students. Learning strategy from experience is a good lesson in the value of games!



Curriculum Standards:

Human Impacts
(Next Generation Science Standards: Grade 4, Earth and Space Science, 3-2; Grade 5, Earth and Space Science, 3-1; Middle School, Earth and Space Science, 3-3)

Learn more

- Teams can be substituted for individual players. The members of each team work together to get the lowest score for their hand!
- Ask students to keep a log of their home water use. How many minutes do they run the faucet? How long do they spend in the shower? See the RAFT Idea Sheet [Journaling Your Trash](#) for a way to make a simple journal out of reused materials.
- Identify three ways to reduce water use at school. Students can use some of the ideas on the **Splash!** playing cards for inspiration.
- Look for local programs that encourage water savings. Have your class participate!

Related activities: See RAFT Idea Sheets:

Resources

Energy Game –

<http://www.raft.net/ideas/Energy Game.pdf>

Journaling Your Trash –

<http://www.raft.net/ideas/Journaling Your Trash.pdf>

Paper Recycling –

<http://www.raft.net/ideas/Paper Recycling.pdf>

Thinking Like a Real Survivor –

<http://www.raft.net/ideas/Thinking Like a Real Survivor.pdf>

Water

Still Water –

<http://www.raft.net/ideas/Still Water.pdf>

Water Cycle in 3D –

<http://www.raft.net/ideas/Water Cycle in 3D.pdf>

Water in the Balance–

<http://www.raft.net/ideas/Water in the Balance.pdf>

Resources

Visit www.raft.net/raft-idea?isid=740 for “how-to” video demos & more ideas!

See these websites for more information:

- **Water-saving “match” game for single players -**
<http://wateruseitwisely.com/tip-tank-game/>
- **Water-saving “maze” game for single players -**
http://www.epa.gov/WaterSense/quiz/game_kids.html