

Curriculum topics

- Earth Systems
- Environment
- Human Impacts
- Natural Resources

Subjects

- Earth & Space Science

Grade range: K – 8

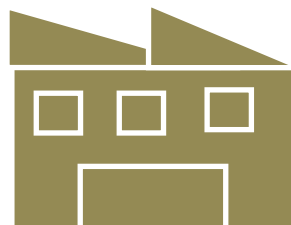
Who we are: Resource Area for Teaching (RAFT) helps transform the learning experience by inspiring joy through hands-on learning.

SPLASH GAME

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



Play Splash and think about your own water choices. This game is intriguing and involves quite a bit of strategy!



Share Your feedback!

<http://bit.ly/RAFTkitsurvey>

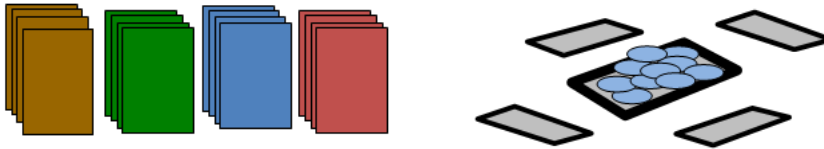
Materials

Materials in the kit may vary but generally, this kit contains the following:

- Game counters, flat, preferably blue (100)
- Small trays (5)
- Splash Game Cards (1 set of 52 cards), accessible at <https://bit.ly/3x4kyRu>
- Splash Game Board (1), accessible at <https://bit.ly/3V94ZQt>
- **Not included:** Scissors, if needed

To Do and Notice

1. Set-Up (for up to 4 players): If not already pre-cut, use scissors to separate the cards. Place 100 counters in one of the trays. Place a separate tray in front of each player.



2. Playing the Game: The objective is to avoid being the biggest water user. Pick a dealer, shuffle the deck, and deal all cards to the players. Players will find it helpful to arrange their cards by suit.
3. 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!
4. 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).
5. 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 for that round.

6. 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 3-5 until all cards have been played.
7. 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!
8. **Share** your learning with RAFT! Submit photos/video via email at education@raft.net or on social media ([Facebook](#), [Twitter](#), [Instagram](#)).

Core Content Skills:

Science & Engineering (NGSS)

Developing and Using Models, Human Impacts, Earth Systems, Interaction Between Earth's Spheres, Asking Questions, Natural Resources, Cause and Effect

Social Emotional Learning

- Self-awareness
- Self-management
- Responsible decision-making

About the Game

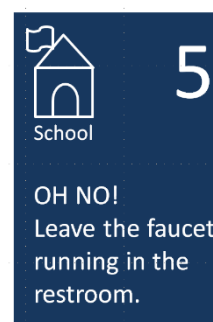
Each card in this game displays an everyday use of water. Some of the water uses are smart, such as "Scrape plates before rinsing them." Other choices are not so smart, because they are wasteful, such as "Run the big fountain in front of the office." Players try to minimize the amount of water they use.



Players can come from behind with the help of **water savings cards** that 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.

Players 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!



Reuse

This kit uses 100% reusable materials designed for other uses. To continue making a positive impact in reducing waste, reuse these materials in other projects. Additionally, any unused materials can be collected and delivered back to RAFT.

Feedback

Please comment on this kit by taking this short survey: <http://bit.ly/RAFTkitsurvey>. Let us know of any material concerns (missing, broken, or poorly fitting parts) as well as any suggestions for improvement.

Visit <https://raft.net> to view related activities!

- Freshwater Transport
- How Much Do You Use?
- Journaling Your Trash
- The Germinator

Resources

- RAFT Freshwater STEAM Unit - <https://bit.ly/3xuq9jM>
- Water-saving matching game - <https://bit.ly/3VtdlhO>
- Water-saving maze game for kids - <https://bit.ly/3KOOZ1z>