

Lesson 12 -What do I know about water?

Before you start this session, please:

- Print Activity sheets 12:1
- Collect together the following items to help you complete the experiment and activities in this lesson.
 - Pencil and paper
 - Coloured pencils/felt pens
 - · Card (cereal packets are fine) or paper
 - Counters for your game (small toys or buttons) or you might decide to make them

What do I know about water?



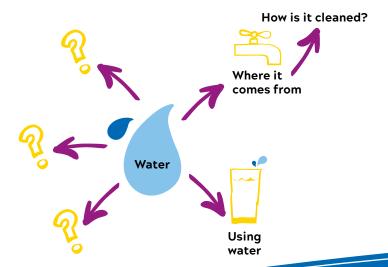
Let's get started

You have been learning all about water in the last 11 sessions. In this session, you are going to share what you know about water by designing, making and playing a board game.

The first step is to record all the things you can remember.

Choose a way to record all the things you have learned in any of the other learning at home sessions, particularly the things that made you go 'wow!' or 'umm?'.

You could make a list, draw a comic strip or how about drawing a mind map (spider diagram) like this. (Yours will include a lot more ideas and better drawings!)



Take a look at the things you can remember and decide if your game will cover everything you have learnt or will focus on a theme, like the environment, water efficiency or what not to flush? Start thinking of a title.

Then investigate the board games in your home. Have you played them all? If not, try a few out.

There are lots of types of board games which you may have in your home:

- A guiz game (like Trivial Pursuit)
- A game like Snakes and Ladders what would you use instead of snakes (go back) or ladders (go forward)?
- Or a game like Mouse Trap

What do they all have in common?

- Clear instructions
- Easy to play
- An obvious outcome

Which type of game will work best for you?



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Now you are ready to design and make your own game

Use the list, comic strip or mind map you've just made to help you.

Things to think about:

The board:

- How big will your board be?
- What kind of layout will you use?
- What colours would work best?

Do you need:

- Counters or pieces
- Question cards
- Dice or spinner
- Timer

Players:

- · How many players will it be for?
- What age range is it for?
- Will you need to be in teams?
 If so, how many teams and how many in each team?

Instructions and rules:

- How do you make sure all players get to have a go?
- What if it finishes too quickly?
- How do you win?
- What happens if there is a draw?

Jot down your game ideas on a piece of paper. Remember the first idea might not always be the best.

Once you have decided on the design of your game, use the resources you have collected to make it. Don't forget to write your instructions and the rules of the board game.

Once you have made your game, play with everyone in your house then complete Activity sheet 12:1.

Have fun playing your board game and maybe ask a grown-up to share your idea with Anglian Water at education@anglianwater.co.uk



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Evaluate your board game

