

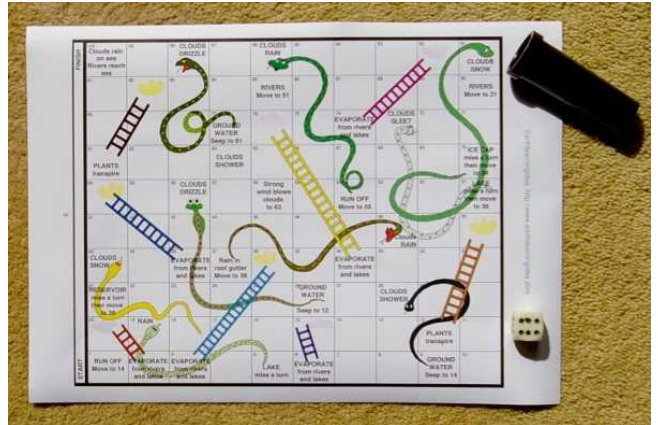
## Watery world game Climb through the watery world but watch out for snakes!

Give pairs of pupils a copy of the **Watery world game** (page 3), some counters, dice and shakers.

### Rules of the game:-

- throw a 2, 3 or 6 and be evaporated to start;
- obey the instructions written in the squares;
- if you land on a ladder, move up the ladder;
- if you land on a snake, slide down the snake;
- after each move, write down what happened to you in a watery world diary. Younger children may need help with this.

At the end of the games, pupils should discuss their diaries.



The game  
Photo: Elizabeth Devon

### The back up

**Title:** Watery world game

**Subtitle:** Climb through the watery world but watch out for snakes!

**Topic:** The game can be played in any science or geography lesson and has cross curricular links with literacy and numeracy. It is also a useful water cycle introduction or revision exercise.

**Age range of pupils:** 5 - 8 years

**Time needed to complete the activity:** 20 - 30 minutes depending on ability of children

### Pupil learning outcomes: Pupils can

- appreciate the various stages of the water cycle from evaporation to condensation and precipitation;
- realise that water is caught up in this never-ending cycle;
- realise that when games like this are played, not everyone can win.

**Context:** Although the pupils' watery world diaries will all be different, it will be apparent that the stages of the water cycle are followed in each scenario.

### Following up the activity:

Ask the pupils to discuss and describe how the watery processes they have listed could be demonstrated in the classroom or out of doors.

### Underlying principles:

- Evaporation takes place from all areas of water, rivers and lakes, as well as from the sea.
- Plants lose water vapour by transpiration.
- As air rises, it cools and its capacity for holding water vapour decreases (relative humidity goes up).
- When relative humidity reaches 100%, condensation occurs and clouds form.
- If the droplets in the cloud coalesce, precipitation occurs.
- Water runs off the land - over the surface or in rivers, or it seeps underground.

### Thinking skill development:

As they play the game pupils will see the pattern of evaporation/transpiration up ladders and precipitation down snakes. Discussion of their diaries involves metacognition. Relating the game to the real world involves bridging.

### Resources:

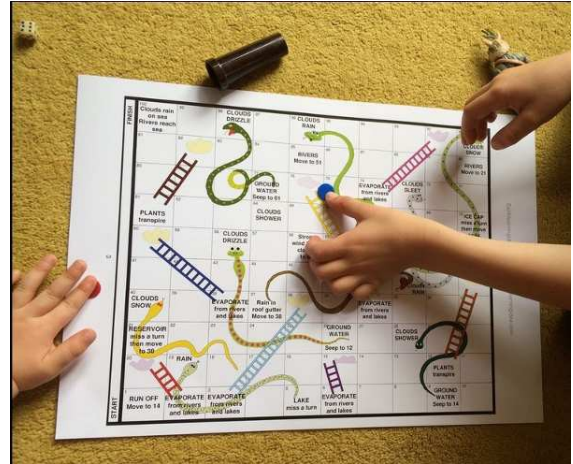
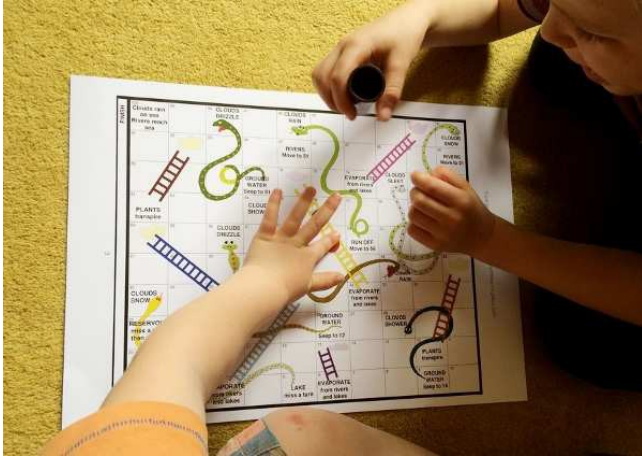
- copies of the game (they could be enlarged to A3)
- counters, dice and shakers
- paper and pencils.

### Useful links:

See the other Earthlearningidea 'watery' activities at: [http://www.earthlearningidea.com/home/Teaching\\_strategies.html](http://www.earthlearningidea.com/home/Teaching_strategies.html)

Put 'water cycle song' into a search engine like Google™ to find several songs at different learning levels. By just inserting 'water cycle', you will find a range of other water-related activities

**Source:** The game was devised by John Curtis and published in 'Down to Earth'. The activity was written from this by Elizabeth Devon of the Earthlearningidea Team



Photos: James Devon

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