

Water Cycle Game

OVERVIEW

Use your knowledge of Earth's water cycle to follow the many different paths a drop of water can take around Earth.

MATERIALS

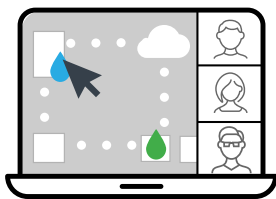
- 1 – 6 Players
- 6-sided die
- Game Board*
- Score Sheet*
- A game piece for moving around the board (from another game or a small item like a coin or bottle cap)

*Download from here:

www.nesdis.noaa.gov/about/k-12-education/jpss-education/water-cycle-board-game

Full-color game board is 11" x 17".
Alternative low-ink 2-page version is available.

Full activity lesson plan, game boards and supplement resources, including a digital game board for virtual gaming.



RULES

OBJECT OF THE GAME

Score the most points in 10 turns by moving through Earth's water cycle. Players gain points by landing on spaces representing Earth's water cycle. Each space is marked with the number of points it is worth.

PLAYER ORDER & STARTING POSITIONS

Players roll a 6-sided die to determine Player Order for each turn. The Player with the highest number chooses their starting position first and the Player with the lowest number chooses last. If more than 1 player roll the same number, each of those players roll again. The starting positions are the Clouds, Mountains, Glacier, Lake, River and Ocean (marked in rectangular spaces).

Players cannot choose the same starting position and don't gather points when rolling for starting position.

Hint: Choose a starting position that puts you close to a space with a lot of points!

MOVING YOUR PIECE

Players take turns rolling a 6-sided die based on player order.

Players can choose any path in order to win. However, players must follow the natural flow of Earth's water cycle (follow the arrows).

Example: If you are in the Ocean, you cannot travel upstream into a River.

Players must move the same amount of spaces as their dice roll and collect the number of points of the space they land on.

Example: If your turn ends on Clouds, you collect 1 point for that turn.

The **STORM ZONE** consists of the Rain Cloud, Thunderstorm, Tropical Disturbance, Tropical Depression, Tropical Storm, and Hurricane spaces.

Hint: Lower dice rolls in the STORM ZONE will get you more points!

Careful: If you land on the Rain Cloud space, you must follow the rain path back to the Ocean and work your way back to the STORM ZONE.

SCORING

Use the Score Sheet to keep track of your Score.