

CRWP Classroom Activities and Presentations

Water Cycle Play

Grades: 1st – 2nd

Program length: 30 –40 minutes.

Students learn about the properties of water and how the water cycle works through this role-playing activity. Students become actors in their own play as they become water drops and “act out” the water cycle.

The Incredible Journey

Grades: 1st – 5th

Program length: 30- 45 minutes. With the roll of a die, students simulate the movement of water within the water cycle. Role-playing a water molecule helps students to conceptualize the water cycle as more than a predictable two-dimensional path.

From the Source to the Tap

Grades: 1st - adult

Program length: 30- 45 minutes.

Where does our water come from when we turn on the tap? How does the water get to the house? How do we keep it safe to drink? Why is conservation important? See how we teach people about conservation and learn what easy thing you can do to save water.

A Drop in the Bucket

Grades: 3rd - adult

Program length: 10 – 20 minutes

Students learn how old our water is, and just how much water is available for humans, while learning to appreciate that we need to keep our water clean through this visual demonstration.

Raven returns the WATER

Grades: 1st – 5th

Program length: 20 – 30 minutes.

A Native American myth is read about the day all the water in the world disappears and Raven goes searching for it. Students discuss how they and their families use water, how they are part of the water cycle, and ways they can conserve water so that there is enough for everyone in the future.

Water Jeopardy.

Grades: 3rd - 8th

Program length: 20 minutes.

Just like the game show, the class is broken into teams that try to see how many water questions they can answer. Overhead projector is needed.

So You Want to be a Salmon?

Grades: 3rd – 6th

Program length: 45 minutes

This activity requires a large space such as a gym

Role-play the life-cycle of local salmon and steelhead in order to understand the difficulties that they encounter during their migration.

Enviroscape® Watershed/Nonpoint Source Model

Grades: 4th – 8th

Program length: 40 minutes

Learn how watershed pollution can come from many different sources. Nonpoint sources pollution contributes a great deal to the pollution in our water bodies. The combined affect of pollution from many small sources can have a real impact on the quality of our shared water resources.

Enviroscape® Drinking Water Sources, Uses and Wastewater Treatment

Grades: 4th – Adult

Program length: 40 minutes

The Drinking Water Sources and Treatment shows where drinking water comes from and how it is delivered to us. The Wastewater Treatment shows what happens to water and waste after we use it and what biosolids are and how they are being used or disposed of.

The Enviroscape model consists of a plastic-colored landscape map that sits on a clear plastic base with color-coded channels, or “pipes”, that run under removable road sections. Students can trace the path of water we use in our communities from the river to the water treatment plant, from the treatment plant to houses and “city” buildings, from use in the houses and city to the wastewater treatment plant and from wastewater treatment back into the river.

The Tapwater Tour

Grades: 4th - 8th

Program length: 2 – 3 class sessions.

This program introduces students to scientific thought while stimulating curiosity and enthusiasm. “Hands-on” active participation in this lab leads to students discovering their drinking water for what it really is as they test it.

Taste-imony to Tap Water

Grades: 4th – 12th

Program length: 30 minutes.

Learn how to set up an experiment and then take a blind taste test to see if you can tell bottle water from tap water. Students learn more about where their drinking water comes from and the process that it goes through to get to their faucets.