

Waterways relationships web game

Aim of the game:

To encourage students to think about relationships within the waterways ecosystem

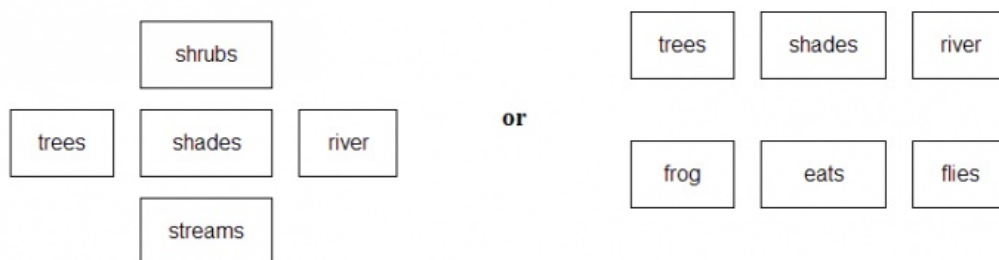
How to play:

- This game works best if students play in pairs as this encourages discussion. Two or three pairs can play per set of cards.
- Deal each pair of players 3 "component" cards (these cards show things that belong in the waterways ecosystem) and 2 "process" cards (these cards describe actions).
- Players look at their cards and try to form statements, e.g.,



NOTE: The statements do not need to be grammatically correct - they just need to indicate a relationship between different parts of the waterway.

- One pair of students lays down the cards making the statement. As they do so they also say what the relationship is to encourage thinking about the relationships. They replace the cards they have used from the deck of cards, ensuring they still have 3 component cards and 2 process cards. The next pair then tries to make a statement by adding on to the statement there (like in scrabble) or adding a new one of their own.



- Continue like this until cards are used up or until no pairs can add anything.
- Encourage students to challenge statements they think are incorrect.

Follow up discussion

After playing the game discuss with students relationships within waterways. Talk about the different sorts of relationships and the complexity of these relationships. This is an important step to ensure students are thinking about the ideas in the game.

Variations

- Cards can be added or removed to better reflect the elements in a local waterway.
- Provide some blank cards for students to add their own process words.
- Encourage the students to make up their own rules once they have tried the game.
- If students have access to Inspiration they could construct their concept map on a computer.

Component cards



water	trees	rabbits
river bank	river	flies
the Sun	stream	dragonflies
sheep	factories	spilt oil
bacteria	rubbish	possums
trout	milking sheds	frog
eel	fertilizer	fish
weta	shrubs	cow dung



kingfisher	grass
nutrient run off	insects
water plants	rain
algae	rocks
pukeko	humans
catchment	cows
aquatic (water) insects	mouse
lakes	ponds
birds	cats

Process cards



eats	shelters	grows in
eats	provides oxygen for	makes food from
eats	comes from	lives beside
protects	cools	lives in
eaten by	warms	lives beside
eaten by	grows beside	lives in
eaten by	grows beside	shelters under
erodes	grows beside	kills
pollutes	grows in	breaks down
shades	grows in	goes into