

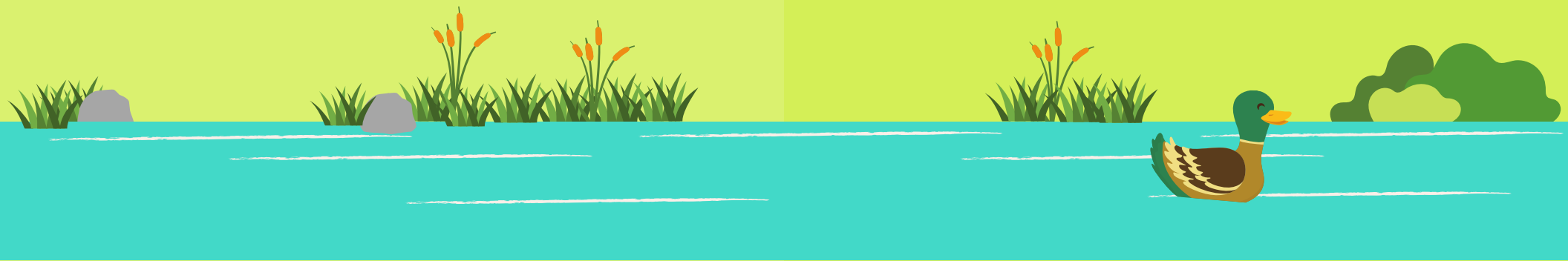


This game was created by Cassidy Steininger, Megan Crecelius, & Emily Russell. We created this game with the purpose of educating children (and grown-ups too!) about the importance of water quality and a healthy watershed in a fun and interactive way. We hope you enjoy our game and learn something new during your "Journey Through the Watershed"!

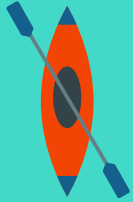
**Gameplay Instructions,
Notes to Educators, &
Download Instructions**



**TEACHING CHILDREN ABOUT THE
IMPORTANCE OF HEALTHY
WATERSHEDS THROUGH GAMEPLAY**



Gameplay Instructions:



GOAL OF THE GAME:

Kayak down the tributary while learning about impacts on watersheds and be the first to make it to the main river. 2-4 players. Game takes approximately 30 minutes to complete.

TO START:

The youngest player goes first, and then the player to the right of the youngest player goes next. Players take turns continuing counter clockwise.



EACH TURN:

Pick up a card, follow the directions on the card, and learn about different impacts humans and nature have on rivers

IF YOU PICK UP A(N):

Extra Paddle Card, you can save it to play later to cancel out a negative card that you may draw later

"Lose a Turn" card, player stays at current space and does not get to draw a card on the next turn.

FIRST PLAYER TO REACH THE MAIN RIVER WINS!!

Download Info:



GAME BOARD

- The game board is designed to be printed at 20"x20". for our purposes, a poster print was utilized. Game boards can be reinforced by laminating or by pasting to foam board.

GAMEPLAY CARDS

- Gameplay cards are formatted to be printed landscape on 8.5"x11". When printing, be sure to select a two-sided print that flips on the short edge. The cards can then be cut apart. For our purposes, cardstock was utilized to make the cards more durable.

PAWNS

- Anything can be used as a game pawns such as bingo markers, old board game pieces or small figurines. We utilized generic game pawns. When selecting a pawn, keep in mind that the spaces on the board are only 1"

Other Notes:

This game was tested utilizing three players. therefore play time is estimated using that number of players. depending on the number of players or available time, you may find yourself needing to adjust the playing time. To decrease playing time, simply create & add more of the generic "advance # spaces" cards. To increase playing time, remove some of the generic "advance # spaces".

Game is recommended for grades 3+.