

**Water Jeopardy.** (Questions are adapted for K-12)  
Great activity for review of a water unit. 4' x 3'  
Jeopardy board available for loan or brought to class  
as part of a presentation. Use existing topics and  
questions—Ground Water, Surface Water, Hydrologic  
Geography, Water Cycle/Use, General Hydrology—or  
make up your own. Questions are worth cups of water.  
The team with the most water wins!

**Suggested Series**

Series 1:  
Incredible Journey; I Don't Pollute...Do I?

Series 2:  
Incredible Journey; How Much Runoff?

Series 3:  
How Much Runoff?; Thumbs Up, Thumbs Down

Series 4:  
Water Quality Limbo, Stream Monitoring



## Classroom Presentations

Kitsap County Public Works  
Surface and Stormwater Management



To schedule a presentation, contact:  
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### **All the Way to the Ocean.** (Grades K-2)

Students are read the book "All the Way to the Ocean" by Joel Harper. They learn that storm drains are connected to streams, lakes, and the ocean and see photos of trash found in storm drains around Kitsap County. Students then pretend they're raindrops and "flow" through a mock storm drain and into a stream. As raindrops, they pick up different kinds of pollution left on the ground and bring that pollution to the stream. 30 minutes.

EALRs: Reading: 1.2, 1.3, 2.1; Communication: 1.1, 1.2, 2.2; Science: 1.1, 1.2, 3.2; SS- Geography: 2.2, 3.1

### **Incredible Journey.** (Grades K-8)

Students pretend they are water drops and play a game that takes them on a journey through the water cycle.

Beads at each station help them remember their story so they can share verbally and then write a story about their journey. 60 minutes.

EALRs Reading: 1.1, 2.2, 3.2; Writing: 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 2.1, 3.1, 3.2, 3.3; Communication: 1.1, 1.2, 2.1, 2.2, 2.3, 3.1, 3.3; Science: 1.1, 1.2, 1.3, 2.1; SS-History: 1.2; SS-Geography: 1.2; Arts: 2.1, 3.1; Health & Fitness: 1.1, 1.2.



### **The Life of a Salmon.** (Grades K-6)

This salmon puppet show teaches students about the salmon life cycle, migration, and the natural and manmade obstacles they encounter. An optional stuffed paper salmon craft activity is also available. Puppets and stage can be loaned out for a class puppet show. Older students put on the show for younger students! 30-60 minutes.

EALRs: Communication: 1.1, 1.2, 2.1, 2.2, 3.1, 3.2, 3.3; Math: 1.1; Science: 1.1, 1.2, 1.3, 3.1, 3.2; SS-Geography: 3.1, 3.2; Arts: 2.2, 2.3, 3.1, 3.2; Health & Fitness: 2.1, 3.1.

### **Water Quality Bingo.** (Grades K-2)

Students match polluting and non-polluting activities in this bingo-like game and get an idea of the cumulative impact of small amounts of pollution. 50 minutes.

EALRs Reading: 1.1, 1.2, 2.1, 3.2; Communication: 1.1, 1.2; Science: 1.1, 1.2, 1.3, 3.1, 3.2; SS-Geography: 3.1, 3.2; Health & Fitness: 3.1.

### **I Don't Pollute....Do I?** (Grades 2-5)

Using a tabletop watershed model, students see how a watershed develops, the kinds of pollution we create, and what we can do to minimize that pollution. Includes map of the school's watershed. 50 minutes.

EALRs: Communication: 1.1, 1.2, 2.1, 2.2, 2.3; Science: 1.1, 1.2, 1.3, 2.1, 3.1, 3.2; SS-History: 1.1, 2.1, 2.2; SS-Geography: 1.1, 1.2, 2.1, 2.2, 3.1, 3.2; SS-Economics: 1.1, 1.2; Health & Fitness: 3.1.

### **How Much Runoff?** (Grades 2-6)

Using the Scientific Method, students complete an experiment to determine whether a developed or an undeveloped watershed has more stormwater runoff.

Students will explain their conclusion and discuss alternatives to change the outcome. 50-60 minutes.

EALRs: Reading: 1.1, 1.2, 2.1, 2.2, 2.3, 3.2; Writing: 3.1, 3.2; Communication: 1.1, 1.2, 2.1, 2.2, 2.3; Math: 1.1, 1.2, 3.2, 3.3, 4.1, 4.2, 4.3, 5.2; Science: 1.1, 1.2, 1.3, 2.1, 2.2, 3.1, 3.2; SS-History: 1.1; SS-Geography: 1.1, 1.2, 2.1, 2.2, 3.1, 3.2.

### **Water Quality Limbo.** (Grades 3-10)

Using the Limbo game, students explore whether fish and other water critters can survive as the water quality—dissolved oxygen, pH, temperature—changes. Human impacts on water quality are explored. 40 minutes.

EALRs: Reading: 1.1, 1.2, 2.1, 2.3, 3.1, 3.2; Communication: 1.1, 1.2, 2.1, 2.2, Math: 1.1, 1.2, 4.1, 4.3; Science: 1.1, 1.2, 1.3, 2.1, 2.2, 3.1, 3.2; SS-Geography: 3.1, 3.2; Health & Fitness: 1.1, 1.2, 3.1, 3.2.

### **Stream Monitoring.** (Grades 3-12)

Using kits provided, students test stream water for four different parameters either at the stream or in the classroom. Results can be entered on the World Water Monitoring Day website and tracked from year to year. More in-depth investigations may include land use issues, more frequent monitoring, drawing and writing activities, and many others. 60 minutes plus, depending on monitoring site.

EALRs Reading: 1.1, 1.2, 1.4, 2.1, 3.1, 3.2; Communication: 1.1, 1.2, 2.1, 2.2; Mathematics: 1.1, 1.2, 4.1, 4.2, 4.3, 5.2; Science: 1.1, 1.2, 1.3, 2.1, 2.2, 3.1; SS-Geography: 1.1, 1.2, 3.1, 3.2; Health & Fitness: 1.2, 3.1, 3.2.



### **Thumbs Up, Thumbs Down.** (Grades 3-6)

Through this matching game students discover activities we do that affect the quality of our water and how we can do things differently to minimize our impact. Includes info on watersheds. 50 minutes.

EALRs: Reading: 1.1, 1.2, 2.1, 3.2; Communication: 1.1, 1.2, 2.1, 2.2, 2.3; Math: 3.2; Science: 1.1, 1.2, 1.3, 2.1, 2.2, 3.1, 3.2; SS-Geography: 3.1, 3.2; Health & Fitness: 3.1.



### **Where Does the Rain Go?**

#### (Grades 3-6)

Through this field trip on school property students learn the difference between storm drains and sewers; what watershed their school is in; and where the rain goes when it hits the ground. Includes map of the school's watershed. 60 minutes.

EALRs: Reading: 1.1, 1.2, 2.1, 3.2; Communication: 1.1, 2.1, 2.2; Science: 1.1, 1.2, 1.3, 2.1, 2.2, 3.1, 3.2; SS-Geography: 1.1, 1.2, 2.1, 3.1, 3.2; Health & Fitness: 1.2, 3.1.

### **Soak It Up.** (Grades 6-12)

Students calculate the percentage of impervious surface and runoff in a pretend neighborhood. Then, staying within a budget, they decide how to retrofit the neighborhood to minimize the impervious surface and calculate the difference in the runoff. 1 or 2-50 minute periods.

EALRs: Reading: 1.1, 1.2, 2.1, 2.2, 3.2; Communication: 1.1, 1.2, 2.1, 2.2, 2.3, 3.1, 3.3; Math: 1.1, 1.2, 1.4, 2.2, 2.3, 3.1, 3.2, 3.3, 4.1, 4.2, 4.3, 5.2; Science: 1.1, 1.2, 1.3, 2.2, 3.1, 3.2; SS-Geography: 3.2, 3.3.

### **Storm Drain Stenciling.** (Grades 3-12)

Great community activity. Mark storm drains in a specific area (a parking lot or a residential street) with the message, "Dump No Waste, Drains to Stream".

Time varies depending on site and number of drains.

EALRs Communication: 1.1, 1.2, 2.1, 2.2, 2.3; Science: 1.1, 1.2, 1.3, 3.1, 3.2; SS-Geography: 1.1, 1.2, 3.1, 3.2; SS-Civic: 4.3; Health & Fitness: 1.2, 3.1.