



Incredible Journey – Water Cycle Program

Recommended Grades: 1 - 6

1 hour

Program Summary:

Students are magically transformed into a single molecule of water and take an incredible journey throughout the world and everywhere a drop of water might travel in the water cycle. With a roll of a dice, students will journey through clouds, oceans, rivers, plants, animals and more! At each station students will gather a bead to add to a bracelet, which is theirs to keep to commemorate their unique water story! At the end of the game, students discuss key points such as how their drop of water got into and out of plants and animals and why they were stuck at the ocean station for so long! This is a fun and exciting way for students to explore the water cycle, the energy that drives it and enjoy an experience they will actually remember!

Vocabulary:

- Water Cycle
- H₂O
- Molecule
- Energy
- Solid
- Liquid
- Gas
- Evaporation
- Condensation
- Precipitation
- Transpiration
- Sublimation
- Ground Water
- Glaciers
- Hurricane
- Flood
- Stomata
- Roots
- Stem
- Leaf

Standards:

S1L1.a, b, c; S1E1.a,b,c,d
S2P1 a, b, c S2L1 a, b, c, d; S2E3 a, b
S3L1 a, b, c
S4E2b; S4E4a, c; S4E3a, b; S4E4a, b, c, d
S6E5 d,e

Programs are tailored to suit the knowledge and learning objectives of the participants but also intended to challenge students to develop new connections and apply information learned to real life scenarios.