



their station. (At the cloud station they will line up in single file; at the rest of the stations they should line up in pairs.) Students roll the die and go to the location indicated by the label facing up. If they roll **stay**, they move to the back of the line.

When students arrive at the next station, they get in line. When they reach the front of the line, they roll the die and move to the next station (or proceed to the back of the line if they roll *stay*).

In the clouds, students roll the die individually, but if they leave the clouds they grab a partner (the person immediately behind them) and move to the next station; the partner does not roll the die.

7. **Students should keep track of their movements.** This can be done by having them keep a journal or notepad to record each move they make, including *stays*. Students may record their journeys by leaving behind personalized stickers at each station. Another approach has half the class play the game while the other half watches. Onlookers can be assigned to track the movements of their classmates. In the next round the onlookers will play the game, and the other half of the class can record their movements.

8. **Tell students the game will begin and end with the sound of a bell (or buzzer or whistle). Begin the game!**

▼ *Wrap Up and Action*

Have students use their travel records to write stories about the places water has been. They should include a description of what conditions were necessary for water to move to each location and the state water was in as it moved. Discuss any *cycling* that took place (that is, if any students returned to the same station).

Provide students with a location (e.g., parking lot, stream, glacier, or one from the human body—bladder) and have them identify ways water can move to and from that site. Have them identify the states of the water.

Have older students teach “The Incredible Journey” to younger students.

Assessment

Have students:

- role-play water as it moves through the water cycle (step 8).
- identify the states water is in while moving through the water cycle (step 4 and *Wrap Up*).
- write a story describing the movement of water (*Wrap Up*).

Extensions

Have students compare the movement of water during different seasons and at different locations around the globe. They can adapt the game (change the faces of the die, add alternative stations, etc.) to represent these different conditions or locations.

Have students investigate how water becomes polluted and is cleaned as it

moves through the water cycle. For instance, it might pick up contaminants as it travels through the soil, which are then left behind as water evaporates at the surface. Challenge students to adapt “The Incredible Journey” to include these processes. For example, rolled-up pieces of masking tape can represent pollutants and be stuck to students as they travel to the soil station. Some materials will be filtered out as the water moves to the lake. Show this by having students rub their arms to slough off some tape. If they roll *clouds*, they remove all the tape; when water evaporates it leaves pollutants behind.

Resources

Alexander, Gretchen. 1989. *Water Cycle Teacher's Guide*. Hudson, N.H.: Delta Education, Inc.

🍏 Mayes, Susan. 1989. *What Makes It Rain?* London, England: Usborne Publications.

🍏 Schmid, Eleonore. 1990. *The Water's Journey*. New York, N.Y.: North-South Books.



Where will this student go next on water's incredible journey?