

Name: _____ Date: _____ Period: _____

Streams and Steam

Directions

Follow the rules below to play a round of Streams and Steam with your group, record your results in the table, and answer the questions below.

Rules of Play

1. Roll the die to determine who starts the game.
2. Player who rolls the highest number plays first.
3. Players follow in turn from left to right.
4. All players begin with their coin on the start space.
5. Roll die and move the coin the number of spaces indicated.
6. When a player lands on a square at the TOP of a stream, the player will “raft” down the stream by moving their coin down to the square at the bottom of the stream.
7. When a player lands on a square at the BOTTOM of a column of steam, the player will rise up the steam column by moving their coin up to the square at the top of the steam column.
8. The squares without pictures are regular squares and do not require any further action.
9. Two or more players may stop at the same square together.
10. The first player to cross into the finish space wins the game; an exact roll of the die is not required to win.

Game Table

List all of the causes and effects that you and your group members land on when you go down a stream and/or up a column of steam while playing. Only write each pair of causes and effects once if it is landed on multiple times. For each cause and effect pair, choose a possible action or actions that could be taken in response. Choose from the Key of Possible Actions, and write the corresponding letter for your chosen action(s) in the action column. You may choose more than one possible action.

Key of Possible Actions

- A. Water Conservation**
- B. Mitigating Climate Change**
- C. Risk Management Planning**

Cause	Effect	Action
<p><u>Example:</u> <i>Increased evaporation</i></p>	<p><i>More severe drought in some areas</i></p>	<p><i>A, B, C</i></p>

Conclusion

1. Choose one of the effects from the game table. Explain how this change to the water cycle affects humans.

2. Choose three of the effects and actions from the game table. Fill out the table below and explain, more specifically, what actions could be taken to respond to each effect.

	Effect	Action	More Specific Actions
	<u>Example:</u> <i>More severe drought in some areas</i>	<i>A. Water conservation</i>	<i>Xeriscaping</i>
1			
2			
3			