

Drains and Pipes

Instructions for Icon Water's downloadable board game.



Suitable for
players aged
7 - 12 years



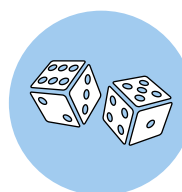
For standard play:
2 - 8 players

Description

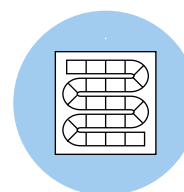
This game is a fun, and engaging, opportunity for students to learn about the urban water cycle and Canberra's water network. All questions are aimed at improving water literacy.

By the end of the game students will have learnt about water saving measures, why water is essential for our health and the role water plays in daily life. This is accomplished by following the journey of wastewater as it travels from our homes, schools and businesses.

Equipment required



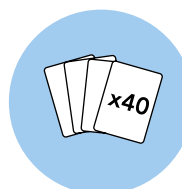
Dice
(Not provided).



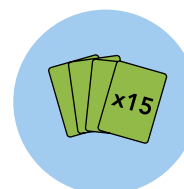
1 x Printed game board
(Downloadable from our website).



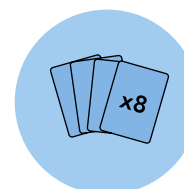
8 x Printed tokens
(Downloadable from our website).



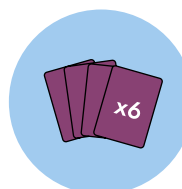
40 x Game cards
(Downloadable from our website).



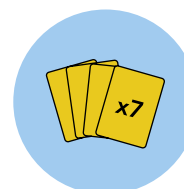
15 x green cards



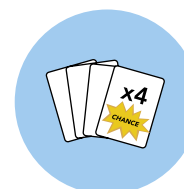
8 x blue cards



6 x purple cards



7 x yellow cards



6 x chance cards

Game Rules

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1. Each player/team rolls a die to decide turn order, lowest rolls go first.
2. Player/team tokens start on Square 1. Each player/team takes turns to roll the dice and move their tokens across the board.
3. If playing in teams, players take turns to move their token across the board. Teams must work together to answer questions.
4. When each player/team lands on a square they must answer a question corresponding to that square's number (see question card guide). If they answer correctly the player/team moves forward one space. If they answer incorrectly the player/team must move backwards one space (unless otherwise indicated).
5. When a player/team lands at the beginning of a pipe (orange or blue) they do not answer a question. Instead, their token slides to the end of that pipe. If the player/team lands at the beginning of another pipe they continue to slide down the board. Once the player/team comes to rest on a square they are then asked a question corresponding to that square's number.
6. If a player/team lands at the beginning of a pipe after answering a question (correctly or incorrectly) they must slide down the pipe. They are not asked another question.
7. There are two tiles that send a player/team backwards.
 - If a player/team lands on square 52 they must immediately move to square 36. They do not answer a question.
 - If a player/team lands on square 55 they must immediately move to square 26. They do not answer a question.
8. If a player/team lands on Hydration Girl/ Free the Poo a chance card is drawn. All player(s)/team(s) (who have yet to reach square 64) must answer this question.
9. Game ends when a majority of players have reached square 64.

Question Card Guide

Cards can have true or false, multiple choice and statement questions. Players must answer these questions in a bid to move forward one space (correct answer) or backwards one space (incorrect answer). Statement cards may result in player positions changing on the board.

A square's number determines which question card is used.

- Squares 1-17 **Green card** - Protecting our Catchments
- Squares 18-25 **Blue card** - Water for life
- Squares 26-39 **Purple card** - Drink Tap
- Squares 40-63 **Yellow card** - Draincare
- Hydration Girl/ Free the Poo squares. **Chance card.**