

Interlocal Stormwater Working Group
Sample of Water Quality Education Offerings from YCSWCD
2007-8 School Year

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Adaptations	“Water Address”: Game about aquatic animals’ adaptations “Salt Marsh Players”: Role playing game of wetland adaptations
Cumulative Impact/ Pollution	“Marsh Mystery”: Students solve a mystery about bioaccumulation of a pesticide “Stormwater Stew”: Students actively participate in a story regarding stormwater pollution by adding pollutants to “rivers”
Hydrologic Cycle	“Incredible Journey”: Game where students are water droplets that travel to various locations the water cycle takes them
Hydropower	“Dam Debate”: Students participate as stakeholders in a mock town meeting about the construction of a new dam
Health	“Life & Death”: Water borne diseases
Land Use Planning	“Plan to Protect”: Planning a town with water quality in mind
Macroinvertebrates	“Benthic Bugs & Bioassessment”: Students conduct a bioassessment using “macroinvertebrates” and analyze findings to determine water quality of in-class “streams”
Pollution/ Buffers	“Build a Buffer”: Build a model to learn about buffers & impervious surfaces and how each affects pollution and runoff
Soil	“Nature’s Filter”: Filtering capacity of different soils (*only available when ground is thawed*)
Water Quality	“What’s Your WQ?”: Water quality parameters: presentation & testing in classroom or outdoors “Bugged Out!”: Macroinvertebrates (water bugs) activity & outdoor testing
Watersheds	“Creating Contours”: Topography, contour lines, and assembling a watershed using Playdough & other materials “Branching Out” – water systems’ branching patterns, building a watershed with tin foil, predicting the path of water & pollutants