

Drip, Drip, Drip Card Game Directions

Water is one of our daily needs, and we use it for not only drinking, but cleaning, bathing, and many other uses. The source of our water can be affected by weather conditions, such as droughts. A **drought** is a shortage of water that occurs when there are very low levels of rain over a long period of time. **Communities** are groups of people that live and work together that can help conserve water by making choices that limit water use. In this interactive card game, each individual student will decide the needs of the Athens' community. They will attempt to match their community needs to what water is available.

Suggested Grades 2-7

Standards: S2E3a, S3L2b, S6E5, S6E6, S7L4

Materials:

- With attached copies, make Drip, Drip, Drip Card game sets to include the following in each set:
 - 12 "Water Cards":
 - 3 Cleaning, 3 Drinking, 3 Bathing, 1 Drought, 2 Conservation
 - 3 "Community Cards" Per Player (need enough for 4 players in set, so 12 Community Cards total):
 - 1 Cleaning, 1 Drinking, 1 Bathing per player
 - Water Chips (60)
- 2 - 4 players (Dealer Optional)

Set-up:

- Each player gets 1 of each water need (Bathing, Drinking, Cleaning) from the Community Cards and 5 Water chips to start
- Mix the "Water Cards" and place them face down in the center of the playing area
- Set the Water Chips aside in a pile or in a bag

Activity:

1. Play:

Players begin with three "Community Cards" in hand. Before each round, each player will select from their "Community Cards" one of their water needs (bathing, cleaning, drinking) and place it face down in front of them.

Once everyone has played their "Community Card," a "Water Card" card should be flipped from the stack into a separate discard pile for everyone to see.

If a player's "Community Card" matches the "Water Card," players get a new Water Chip. If a player's "Community Card" does not match the flipped "Water Card," they lose a Water Chip.

After each round, players pick up their chosen "Community Card" to their hand, and play begins again for a total of twelve rounds.

If a "Drought" card appears, each player must return a Water Chip back to the pile. A "Conservation Card" rewards each player a Water Chip. Players that have lost all of their Water Chips may return to the game if a "Conservation Card" is drawn.

2. Winning: The game continues for 1 year (12 rounds). Whoever has the most Water Chips at the end of the year wins!

Optional Dealer:

Simply have one player or an adult select the "Water Card" for each round.

Discussion:

Have the dealer set the deck (without telling the players) with multiple "Conservation" or "Drought" cards. Have students discuss why long periods of drought might occur, and how that affects water usage. If there is little rain, there is less water for the needs of the community - cleaning, drinking, and bathing. With more conservation efforts, more water is returned back for the use of the community. Conservation can be easy by doing simple things. Ask students what they could do to conserve water. Taking shorter showers, or turning off the faucet while they brush their teeth are easy ways to help the whole community limit water use.