The Watershed Game: Educating for Change for the Local Leaders of Today and Tomorrow

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The Watershed Game is Monopoly where the goal not to stay out of jail but rather achieve clean water in a community watershed by choosing practices, policies, and plans while balancing available resources including money.

The Watershed Game is an interactive tool that helps community leaders and students understand the connections between land use, clean water and their community. Participants learn how a variety of land uses impact water and natural resources and learn how their choices can prevent adverse impacts. Participants increase their knowledge of best management practices (BMPs), the benefits of planning, and the role of policies and how these tools can reduce runoff and reduce the impacts of storms and flooding on infrastructure and natural resources. The activity is designed to foster interaction and cooperation among participants, and ensures that everyone understands that water doesn't respect political boundaries.

Lake, River, Stream Version: Educating Local Elected and Appointed Officials and Community Leaders

The Lake, Stream, and River Versions are designed to be used with adult-based audiences including elected and appointed officials and community organization leaders. Designed to fit within a 45 minute session, to-date, over 100 facilitators in 12 states are trained in using this activity. The Stream Version represents a small headwaters stream watershed, the Lake Version representing a lake and its watershed, the River Version representing a large river system.

Classroom Version: Building the Knowledge of the Leaders for Tomorrow

New in 2015 is the Classroom Version designed for middle to high school students in both formal and informal learning environments. Working in teams, students apply tools (practices, plans, and policies) to decrease water pollution while balancing financial resources. The goal of the activity is to reduce pollution from various land uses to the stream without going broke. The new Classroom Version is designed to work within formal classroom environments with up to 32 students at a time. It is multidisciplinary educational lesson that addresses multiple education standards in science, social studies, and English language arts.
The Classroom version has two separate lessons components.

**Part 1 – Introduction**

**Description:** Students learn about watershed and water pollution concepts prior to game play so they can better understand the Watershed Game. Concepts include:
- What a watershed is
- Sources of pollutants
- Impacts of various pollutants
- Common land use categories
- PUs: Pollution Units
- Clean Water Goal

A teacher accomplishes Part 1 by using provided PowerPoint presentations, videos, articles, websites, and existing water science curriculum such as Project WET.

**Part 2 – Student teams play the Watershed Game**

**Description:** Students break into four land use teams to reduce the amount of sediment or phosphorus pollution from their land use. Teams examine, discuss and choose various pollution reduction tools, balancing the costs of those tools with the amount of pollution reduction each tool is able to achieve. Small teams track their selections and progress on worksheets. Teams present their efforts and, with the teacher's guidance, discover that they must work together as an entire class to achieve the clean water goal for their watershed.

**Duration:** 60 minutes. 1-2 class periods.

The Classroom Version is set to be released in Fall 2015. For more information, visit the website at [http://northlandnemo.org/watershedgame.html](http://northlandnemo.org/watershedgame.html) or contact John Bilotta at jbilotta@umn.edu or 612-624-7708.

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