



The Watershed Game: Classroom Version Educator Training

Dates: February 9th AND February 16th

Times: 4:00pm – 5:30pm

Who:

Center for Great Lakes Literacy Mentors and Mentees, 4th - 12th grade teachers, and non-formal educators.

What:

Training on how to play the Classroom Version of the Watershed Game with students.

Where:

Training will be held virtually via Zoom. Link will be sent to registrants prior to the event.

Why:

Learn how to use this game with your students by playing the game. One free copy of the Watershed Game will be offered to workshop participants who fully participate in both sessions, complete an action plan, and agree to be a resource for other teachers looking to play the game.

About the Game:

The Classroom Version of the Watershed Game emphasizes collaboration and cooperative decision-making, persuasive argument, teamwork, and leadership skills along with science and math. This version is a large-format board game adapted for whole-class use. It helps students understand the relationship between land uses within a watershed, water quality, and their community. Students work in teams to decrease water pollution while balancing financial resources. The goal of the activity is to reduce nonpoint source water pollution from various land uses to the stream without going broke.

To Register:

Use this [LINK](#) to register for the training by January 28, 2022. Limited registrations available.



This training is being hosted by Minnesota & Wisconsin Sea Grant offices.