

Stormwater Obstacle Course

1. Introductions
2. Discussion of pollutants
3. Show stormdrain stencil and explain it's function. Pretend to spray paint stencil
4. Divide class into groups of 4-5 students, assigning each group a station. **DO NOT ALLOW THE GROUPS TO GO TO THE STATIONS YET**

Stormwater Obstacle Course

8. After each group has visited each station (a total of 15 minutes will have elapsed), gather all students back to presenter. Have each group touch the stuffed fish to indicate they've solved all the problems at each station and that their solutions will enable the fish to live
9. Tip the rainstick from end to end to sound like rain and to indicate the storm has arrived
10. Advise the groups that if they didn't solve the pollution

Stormwater Obstacle Course

5. Tell students it's about to rain. At the sound of thunder, each group goes to their assigned station. Groups will have to identify what the problem is at their station and try to solve the problem
6. Make thunder sound and start timer. Groups have 3 minutes at each station to identify and solve the pollution problem
7. At the end of 3 minutes, blow whistle and have groups move to the station to their right. Start the timer again for another 3 minute time block

problems at each station, what the consequences would be for the wildlife who depend on the water for their survival. Refer to Common Factors table

Stormwater Obstacle Course

11. Review your main points
12. Thank everyone for participating, compliment behavior and answer any questions the children may still have
13. Re-set up stations for next session.