

Water Wise Game Changers

Teacher's guide

Before the performance:

1. Review this teacher guide including the featured key topics below, the program overview and learning outcomes, and curriculum links documents.
2. Explore the lesson plans and resources on the Our Water, Our Future web page (OurWaterOurFuture.com.au).
3. Watch the 'Meet the team behind Our Water, Our Future' video with your students.
4. Review the student handbook to identify the appropriate activities for your class. Distribute printed handbooks to students.
5. Display the poster in your classroom or school hallway and discuss the messages with your class.
6. From the student handbook, discuss with your students the words to know vocab list, educational points and format for the upcoming live performance.
7. Prepare your students with their critical thinking exercise. What do you know about the subject matter we are about to see? What do you want to know? See below for more pre- and post-show activity ideas.

On the day:

- The performers will arrive at school approximately 40 minutes before your scheduled performance start time.
- Please ensure your front office is notified, and that your venue is clear and ready for their setup.
- Prepare classrooms to ensure students are lining up outside the venue 5 minutes before the scheduled time to ensure we can start on time and keep on track with your school timetable.

After the performance:

- Use the QR code below or go to the website OurWaterOurFuture.com.au.
- Conclude your critical thinking activity with students.
- Record any follow-up questions students or teachers have. Reach out to our education team via the website to connect with water experts by email or arrange a follow-up online Q&A session.
- Use the student playbooks and have students complete activities appropriate for their year level. These activities reinforce the messages presented in the live show and provide opportunities to develop literacy, numeracy, and critical and creative thinking.
- Dive deeper by using classroom lesson plans and additional student activities found at OurWaterOurFuture.com.au.



Scan the QR code
to share your
feedback

Pre-show classroom activities

Inquiry-based learning

Have students generate questions about the water conservation topics, research foundational concepts, or explore related themes. This sets the stage for curiosity and engagement during the event.

Think-pair-share

Have students brainstorm what they already know and what they are curious to learn about water on the Eyre Peninsula.

Graphic organisers (concept maps)

Ask students to create concept maps outlining what they already know about the topic and areas they want to expand upon. This will help them identify gaps in knowledge that can be addressed after the incursion.

Jigsaw method

Students can each research one of the four topics that will be covered during the incursion, then teach their peers. This approach ensures a basic understanding of key concepts, allowing students to appreciate the event more deeply. Read more about the four key topics below, and in the program outline and learning outcome document.

Post-show classroom activities

Debates

Use the incursion content as a springboard for debates. Split into teams in the same manner as each educational segment of the presentation.

Think-pair-share

Have students reflect on what they learned during the incursion, share with a partner, and then discuss as a class to help consolidate their learning.

Jigsaw method

Post-event reflections where students who focused on different aspects of the incursion topic come back together and share what they learned. It enriches each student's understanding from multiple perspectives.

Project-based learning

Encourage students to expand their pre-incursion project using the knowledge and insights gained from the event. It can culminate in a presentation or a practical project that demonstrates what they've learned.

Interactive notebooks

Have students document the incursion experience in their notebooks, including reflections, sketches, important facts, and questions that remain.



Four key topics:

The value of water

Game segment: "Water you talking about?"

This segment, hosted by Darius Goldenlocks, engages students in a quiz-style game to discuss the importance of water. Students answer questions about why water is essential for daily life, covering uses like drinking, cooking, and agriculture. The segment also emphasizes that fresh water is limited, representing less than 1% of all Earth's water.

This segment reinforces the concept that water is a renewable resource cycling through the environment. It emphasizes the limited availability of fresh water and encourages students to value it as a crucial resource. Additionally, it connects to understanding the variability of water resources and their classification as environmental resources.

Water sources on the Eyre Peninsula

Game segment: "The hydration hustle"

Students participate in a three-legged race where they must find correct answers about water sources on the Eyre Peninsula, such as the water cycle, aquifers, and the mix of water sources on the peninsula. The answers are color-coded, and students race to answer questions like "What is the water cycle?" and "What is an aquifer?"

The game educates students about the renewable nature of groundwater and the processes of the water cycle. It explains how water connects different places in the environment and highlights challenges such as water scarcity on the Eyre Peninsula. This aligns with sustainable resource management and encourages the importance of balancing human consumption with natural replenishment.

The science behind water security

Game segment: "Tic tech toe"

This game is a variation of tic tac toe, where contestants choose squares and answer multiple-choice questions about water security. Questions cover topics like climate-independent water sources (e.g. desalination and recycled water), and the challenges of maintaining aquifer levels.

This game promotes an understanding of how scientific knowledge can evolve through collaboration and be applied to real-world problems. It explores climate-independent water sources, such as desalination, as innovative solutions to ensure water security. The scene also informs students about the importance of sustainable practices in the face of increasing demand.

What you can do to be water wise

Game segment: "A day in the life"

One student is chosen to act out daily water-saving actions. They go through typical activities like brushing teeth, taking showers, and using water efficiently. The segment ends with the student winning the game for making water-wise choices.

This segment encourages students to adopt practical water-saving actions at home and in their communities, promoting individual contributions to community well-being and sustainability. It highlights the role of simple technologies in supporting sustainable living and helps students understand how applying scientific knowledge in everyday life can contribute to conserving natural resources. Additionally, it demonstrates the importance of community engagement in protecting and managing water resources.