Interactive Activities – What’s your Water Footprint?

Instructions

Suitable Subjects:
Secondary 1 – Secondary 3 Geography/Science

Objective:
• To enable students to learn about the concept of Water Footprint, water saving tips and knowledge on Hong Kong’s water resources.

Guidelines:
1. Teachers shall brief students on the basic concept of Water Footprint before playing the games.
2. These activities are designed to be in-class competitions. Students will be grouped into a maximum of five teams to play four rounds of mini-games.
3. After each mini-game, teams will be ranked on the basis of their performance in the mini-game. They may then choose one out of five food ingredients, in descending order. Each food ingredient can only be chosen once.
4. Teachers shall reveal the Water Footprint of each ingredient after all teams have chosen their ingredients in each round.
5. After four rounds of mini-games, each team will calculate the total Water Footprint of their chosen ingredients. The team with the lowest total Water Footprint will be the overall winner.
6. Teachers can choose from any of four mini-games below:

<table>
<thead>
<tr>
<th>I.</th>
<th>Word Search Puzzle</th>
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<tbody>
<tr>
<td>1.</td>
<td>Each team will be given the same set of word search puzzle.</td>
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<tr>
<td>2.</td>
<td>Students have to locate as many given vocabulary as they can from the grid within 3 minutes.</td>
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<tr>
<td>3.</td>
<td>The teams will be ranked according to the number of correct answers.</td>
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<tr>
<td>4.</td>
<td>The teams with the same number of correct answers will be ranked according to their finishing time. In case of a tie, the team that completes the puzzle in a shorter time shall be ranked higher.</td>
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II. Crossword Puzzle (English version only)
1. Each team will be given the same set of crossword puzzle.
2. Students have to fill in as many river-related or water-related vocabulary as they can with the given clues within 5 minutes.
3. The teams will be ranked according to the number of correct answers.
4. The teams with the same number of correct answers will be ranked according to their finishing time. In case of a tie, the team that completes the puzzle in a shorter time shall be ranked higher.

III. Bingo
1. Each team will be given one empty bingo card.
2. Each team can choose nine items from the given list and fill them in the bingo card randomly.
3. Teachers will randomly call out one item each time and students will cross out that item on their cards.
4. The team that has the called items arranged in a row, column or diagonal would win.

IV. True or False?
1. Each team shall choose two representatives to play the game.
2. The classroom will be demarcated into two sides, with one side representing “True” and the other side “False”.
3. The teacher will read out one statement each time and students have to choose their answers by jumping to the respective side. When the teacher says “Freeze”, the side that the students stand will be their final answer.
4. Students who choose the wrong answers will be eliminated.
5. The teams will be ranked according to the number of rounds their representatives last.

V. Pictionary
1. Four representatives from each team shall sit in a line.
2. The first student of each row will be given pictures of three food dishes and they are required to draw them out for the next student, instead of passing on the pictures. No talking is allowed within the team.
3. The second and third students shall draw the food dishes out based on their understandings and memories for the next students.
4. The last student has to find the dishes in the Water Footprint calculator and write down the dish names and their Water Footprints on an answer sheet.
5. The time limit for the whole game is ten minutes.
6. Each correct dish name accounts for 1 mark and each correct Water Footprint accounts for another 1 mark.
7. The teams will be ranked according to the total marks obtained.
8. In case of a tie, the team that completes the game in a shorter time shall be ranked higher.

VI. Pair Matching
1. Each team will be given the same set of pair matching cards.
2. Students have to pair up the correct answers with the questions within 3 minutes.
3. The teams will be ranked according to the number of correct matches.
4. In case of a tie, the team that completes the game in a shorter time shall be ranked higher.

7. Teachers should email jcwise@hku.hk no less than two working days prior to the lesson to obtain the game questions.