Object of the Game:
1) To role-play water molecules as they cycle to the major locations where water is stored on the Earth
2) To reinforce understanding of the processes that transport water through a complex journey we call the water cycle

How to Play:
1) Join your partner at your assigned water location poster. Each of you will be a molecule of water (H\textsubscript{2}O). Any odd student should wait at the Clouds location where he/she will soon join a team.
2) Spin the spinner for your location. Record the result on your Data Sheet and proceed to the next water location. If your spinner lands on CLOUDS or STAY, follow the instructions in the Important Information section below.
3) Continue traveling to water locations until your teacher asks you to stop.

Important Information
If your spinner lands on CLOUDS, record the result on your Data Sheet. You must evaporate (split up) as you travel to the Clouds location. You cannot have a turn at the Clouds spinner until you have gone through condensation (created a new pair of molecules with the first available partner).

If your spinner lands on STAY, record the result on your Data Sheet. Go to the end of the line at your water location. If you are the only molecule at your water location, spin again, remembering to record the result after each spin.

Evaporation: the changing of a liquid into a gas
Condensation: the changing of water vapor from a gas to a liquid
Precipitation: the falling of water to the earth as rain, snow, sleet, or hail
Collection: the pooling of water on the ground in puddles, streams, lakes, oceans, etc.
Percolation: the mixing of water with soil
Transpiration: the giving off of water vapor by plants