

# INCURSION PROGRAM

## THE H2O MUSEUM GUIDE



### PROGRAM OVERVIEW

The H2O Museum will be the world's first pop-up museum in your classroom, library or auditorium. By creatively engaging students in the topic of water this program aims to build knowledge and understanding of the water cycle, water treatment and the journey of water from source to point of use.

Students create a flow chart to communicate the flow of water from source to point of use and identify actions they can take to at home or school to conserve the water resource.

**LESSON DURATION:** 50 minutes

### WHAT YOU WILL NEED FROM THE TOOLBOX

Seqwater H2O Museum Power Point  
Seqwater Clouds to Tap template  
Seqwater my special water card  
Glue, scissors, coloured pencils

### PROGRAM OUTLINE

- **INTRODUCTION:** Use either H2O Museum PowerPoint or show full lesson using Seqwater Lesson Video. Invite students to describe what they would submit to a H2O Museum? Students write on My special water card what they would bring to a H2O Museum.
- **STUDENT ACTIVITY:** With aid of PowerPoint or Video students complete Clouds to Tap representation using template provided in Toolkit.
- **CONCLUSION:** Print and play Lets be a H2O Kids Snakes and Ladders game found in Teacher Toolkit.
- **ADDITIONAL ACTIVITIES:** Make a water pledge on H2O Kids Pledge Card.

