

3. Sustainability in My Neighborhood

3.1. Water Saving Ambassadors

Aim: To have knowledge about water saving methods and to enable people around them to take action to save water.

Duration: 40 minutes

Preliminary Preparation: Reproduce 4 copies of the attached "Water Saving Story Cube". They are cut, glued with adhesive and turned into cubes.

Instruction:

Silent Movie Theater Water Saving Game

- The class is divided into 2 equal groups. 3 volunteer students from each group are selected as representatives. "Now I am going to tell an action about saving water to the friends you have chosen as representatives. Your friend will act it out silently and you will try to guess it as a group." Then the representative from the first group is called. The action to be acted out is said in the student's ear. The student tries to act it out silently. The following examples of actions related to saving water are given for the representatives to act out. "Turning off the faucet", "Fixing the dripping faucet", "Taking a shower in a short time", "Washing the food in a container full of water instead of running water", "Washing the dishes in the dishwasher instead of washing them by hand", "Collecting rainwater and watering the flowers with this water".
- The player's team members try to guess the action or clue within the set time limit (usually 1-2 minutes). If the team guesses the action correctly within the time limit, they score 10 points.
- Once guessed, it is the other team's turn.
- The game ends after all 3 representatives have taken part. The team with the most points wins.

At the end of the play, all the actions acted out in charades are briefly summarized. For example, "we use less water when we wash the dishes in the dishwasher instead of washing them by hand".



Water Saving Cube

Students are divided into 4 groups. Each group is given one "Water saving story cube". Students in the group are asked to throw the cube in turn. The student who throws the cube starts a story about water conservation inspired by the image on the top square of the cube. In the next step, another student in the group throws the cube and continues the story inspired by whichever image appears. If there are 5 students in the group, the cube is thrown five times and a story consisting of at least five sentences is written. In each throw, the story is continued by using the image in the square that comes on top. After all students have thrown the cube once and contributed to the story, the group story is completed. A representative is selected from each group. He/she reads the written story to the other groups. During story writing, students should be reminded to use positive language and to express what needs to be done. For example, instead of saying "I left the tap on and the water flowed down the drain, I took my first step towards becoming a water saving ambassador by turning off the tap while brushing my teeth."

Exit Ticket

"What impressed and surprised you the most in this activity? What will you do differently from now on?" Questions are asked. Responses are received from 2-3 volunteer students.

The students are asked to choose one of the tradesmen closest to their homes in their neighborhood, such as a tailor, grocery store, bakery, etc., and to share the water saving method that affected them the most in the story they wrote with the tradesmen they chose. For example, they can go to the bakery and share the information that washing dishes in the dishwasher consumes less water than hand washing. Students are asked to present their experiences in the classroom.



APPENDIX: WATER SAVING CUBE

