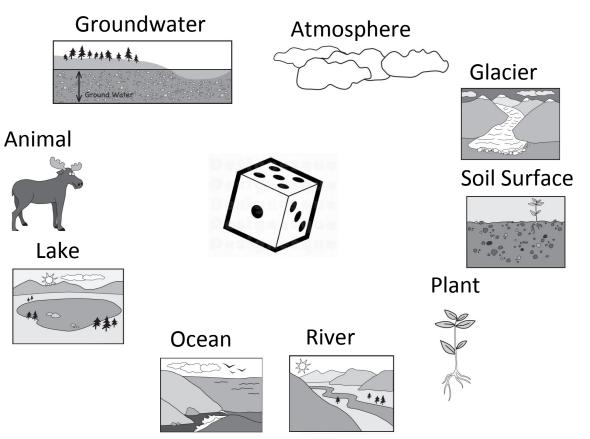
The Water Cycle

Instructions

- 1. Choose a starting location and record it on the table on the next page.
- 2. Role the paper dice to determine which station you move to for the next turn.



The top row is your location for the turn. The lower rows are the locations where you can move to based on the role of the dice.

Roll	Soil Surface	Plant	River	Atmos- phere	Ocean	Lake	Animal	Ground Water	Glacier
1	Plant	Atmo- sphere	Atmos- phere	Atmos- phere	Atmo- sphere	Ground water	Atmos- phere	River	Glacier
2	River	Atmo- sphere	River	Glacier	Atmo- sphere	Atmos- phere	Atmos- phere	Lake	Glacier
3	Ground water	Atmo- sphere	Lake	Lake	Ocean	Animal	Atmos- phere	Lake	Glacier
4	Atmos- phere	Atmo- sphere	Ground water	Soil surface	Ocean	River	Animal	Ground water	Ground water
5	Soil surface	Plant	Ocean	Ocean	Ocean	Lake	Soil surface	Ground water	Atmosp- here
6	Soil surface	Plant	Animal	River	Ocean	Lake	Soil surface	Ground water	River

The Water Cycle

Name: _____

Part I: Choose your starting location and record your movement through the cycle as a water molecule using the table below.

	Station		Station
Start		11	
2		12	
3		13	
4		14	
5		15	
6		16	
7		17	
8		18	
9		19	
10		20	

Part II: Make a bar graph of showing how many turns you spent at each station. Label the Y axis clearly.

Ocean Lake Groundwater Atmosphere Glacier River Soil Surface Plant Animal

Part III: Where did you spend the most turns? Where did you spend the least turns? Why might that be the case?