

Water Wonders (States of Matter, Weather, Conservation)

- 1. Introduction (3 min)**
 - Colorado Springs Utilities provides water, electric, gas, and wastewater services.
 - Introduce Dewey
- 2. Water Basics (15 min)**
 - Water Molecule: 2 hydrogens, 1 oxygen; Mickey Mouse molecule
 - States of matter (liquid, solid, vapor/gas)
 - States of matter movement activity
 - Why water is important (all living things depend on water, 70% of your body is water)
 - Water availability
 - Toss globe around and see where their thumbs land (water or land)
 - 70% of earth covered in water, 97% salt water/ 3% fresh (much of it frozen)
- 3. The Water Cycle/ Weather (15 min)**
 - How the water cycle works, review states of matter (water cycle poster)
 - We depend on weather for our water supply
 - Cloud in a bottle demo (Clouds are made of water vapor that condenses under low atmospheric pressure)
 - Cloud cannon
- 4. How Does Springs Utilities Get Water to Your House? (15 min)**
 - Water source is snowmelt (water content of snow is 10%)
 - Cup and measuring tape demo
 - Bring in water from the Rocky Mountains (relay race – if time permits)
- 5. Conservation (5 min)**
 - Where is most water used?
 - How can we save water? (Dewey's conservation game and posters)
 - Highlight- shorter showers, turning off faucet when brushing teeth or washing dishes, water-wise watering rules
- 6. Post Assessment (2 min)**
 - Postcard – write 3 things you learned about water today, water savings checklist

Objective: Learn the properties of water, how we depend on weather for our water supply and best ways to use water wisely.

Target grades: 2nd grade, 3rd grade

Time commitment: 55 minute presentation; optional pre/post activities: [Water Wonders Pre/Post Program Guide](#), [Get to Know Your H₂O worksheet](#), [Water Warrior Activity Book](#)

Standard/ GLE Code: SC.2.1.1, SC.2.3.2, SC.3.3.1

Total program time: 55 minutes