

THE WAVES CRASH FOR...

(Variation on 'The wind blows for...')

OBJECTIVE // To get the group moving around and encourage participants to think about their daily water use.

TIME // 15 minutes

GROUP SIZE // 3 or more

MATERIALS // Chairs arranged in a circle

ACTIVITY GUIDE

1. Gather participants into a circle with each participant (except the leader) sitting on a chair.
2. Game leader stands in the middle and explains the game:
 - The goal of the game is to avoid getting stuck in the middle without a chair.
 - If you do, you must give a statement related to water use, like "The waves crash for . . . everyone who left the water running while brushing their teeth."
 - All participants who identify with the statement must get up and find a new chair.
3. Leader starts off the game, saying: "The waves crash for: everyone who had a shower this morning."
All who identify with the statement get up and find a new chair.
The leader participates as well, so someone else gets "stuck" standing in the middle.
4. The person stuck in the middle makes another statement related to water use, such as "The waves crash for: everyone who left the water running while brushing their teeth."
Again, all participants who identify with the statement must get up and find a new chair.
5. Let play continue.

If energy is low or participants are having a hard time getting going, put yourself "accidentally" into the middle and use some of these ways we use water in our daily lives:

The waves crash for:

- everyone who has had more than one shower in one day.
- everyone who saves the rain in barrels.
- everyone who washes their veggies and fruit.
- everyone who waters their plants.