

Water Quality Activities

Agape Center for Environmental Education



Water Quality: Stream Superheroes (K-8)

This activity focuses on some of the main adaptations of the animals that you may find on your field trip. Requires gathering some materials, but feel free to alter as you see fit.

Supplies Needed:

- Sleeping bag
- Feather boa
- Squirt bottle
- Hooks of some kind/suction cups
- Glasses with googly eyes all over them
 - Balloon
 - Straw
 - Net
- Foam board/something that floats on the water

Directions:

- Ask for a student to be your stream superhero.
- Dress up your student with the supplies that represent the adaptations of the macroinvertebrates.
 - Talk about/show pictures of the macroinvertebrate while dressing the student.
 - Use the items to review at the end.

ltem	Macroinvertebrate	Adaptation
Sleeping bag	Caddisfly larvae	Build homes out of different materials for protection.
Feather boa	Mayfly nymph Stonefly nymph Damselfly nymph	Gills. Feather-like structure increases surface area to gather more oxygen.
Squirt Bottle	Dragonfly nymph	Squirts water out of abdomen to propel oneself.
Hooks of some kind/suction cups	Stonefly nymph	Tiny hook-like structures on feet to grip rocks and leaves in fast moving water.
Glasses with googly eyes	Most macroinvertebrates	Compound eyes- used to sense movement.
Balloon	Water bugs/beetles	Grab air from the surface and carry it around with them.
Straw	Water scorpion	Breathing tube.
Net	Caddisfly larvae	Sometimes build nets to catch their prey
Foam board/item that floats	Water strider/fishing spider	Hair-like projections that allow them to float on the water and not break the surface tension.



Mater Quality Guess Who?: Mystery Macros (5-8)

This activity focuses on the appearance of macroinvertebrates and how to identify them.

Supplies Needed:

- Print out provided flashcards
 - Cardboard (optional)
 - Glue/tape
 - Paper Clips

Directions:

- Create teams based on your discretion and materials (partners, split the class into two teams, etc.)
 - Play the game "Guess Who?" with macroinvertebrates instead of people.
 - Directions for "Guess Who?":
- For two people playing: each person picks one macroinvertebrate to be their mystery macro.
- Your objective is to ask your partner one question each turn to eliminate any macroinvertebrate that they have not chosen.
- Do this by asking questions that characterize the macros. For example, does the macro have more than one tail?
- Continue taking turns asking questions until the first mystery macro is discovered. Who ever figures out their opponents first, wins!







Water Quality Guess Who?: Mystery Macros Continued





Water Quality Guess Who?: Mystery Macros Continued





Water Quality: Macro Mix-up (K-5)

This activity focuses on the appearance of macroinvertebrates and their body parts.

Supplies:

- Print outs provided
- Tape (optional)

Directions:

- Cut out the pieces of each macroinvertebrate that is provided.
 - Mix up the pieces
- Have students match the head, thorax, and abdomen to the appropriate organism. (Tape together if desired).







