



AGENDA

9:15 – 9:30	Arrive early to sign-in
9:30 – 9:50	Welcome & Introductions
9:50 – 11:30	Watershed Game Demonstration <i>Local Leader Version: Coast Model</i>
11:30 – 12:00	Facilitator Tips & Tricks
12:00 – 12:30	Lunch
12:30 – 1:00	Addressing Regional Issues
1:00 – 2:00	Watershed Game Demonstration <i>Classroom Version: Coast Model</i>
2:00 – 2:30	Q&A Session
2:30 – 3:00	Action Plans
3:00 – 3:15	Watershed Game Resources
3:15 – 3:30	Wrap-up & Evaluations

Workshop Objectives:

- Participants will leave prepared and confident to facilitate and use the Watershed Game with their local communities and/or middle school or high school student groups.
- Participants will increase their knowledge and understanding of core water literacy concepts; impacts of land use decisions on local, regional, and national water resources; and approaches to reducing or preventing impacts.
- Participants will increase their skills at developing and communicating learning objectives for communities and/or student groups and using the Watershed Game to reach those objectives.

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TO REGISTER:

z.umn.edu/delawareworkshop



ABOUT The Watershed Game

The Watershed Game is an interactive tool that helps individuals understand the connection between land use and water quality. Participants learn how a variety of land uses impact water and natural resources, increase their knowledge of best management practices (BMPs), and learn how their choices can prevent adverse impacts.



Participants apply plans, practices, and policies that help them achieve a water quality goal for a stream, lake, river, and now, coastal estuary. The Watershed Game is available in models for use with local leaders and with youth in classrooms. The Watershed Game is a program of Minnesota Sea Grant that is supported by a number of Watershed Game Team members across the country from different organizations.



watershedgame.umn.edu



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