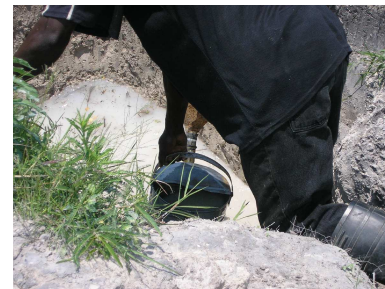


*This is very effective for amusing small children and engaging their parents/carers through them. It doesn't work very well on its own, but is very effective alongside the tip tap and the water calculator. The children role play fetching their daily supply of water home from a distant well. You will need a large floor space, approx 5m x 5m.*

**Ingredients:**

All the items needed are in GLADE's Water Topic Box – see GLADE Resources at [www.glade.org](http://www.glade.org) )

- 20 floor tiles labelled “start”, 1 to 20 and “finish”, laid out in a line
- head ring and bucket
- Two or three outsize dice or 1-6 spinners
- about 15 “chance” cards along the route – link each to a square, laminated, with print large enough to read from a distance of 6 feet. Each has a water related statement and requires you to move forward, back, miss a turn. *Example: “you trip and drop the bucket. Go back to the water hole for more water.*
- pictures of well or water hole placed at number 20
- Optional: village dress if focus is on a specific country



**Method:** length of time **5 - 10 mins**

**Age range:** 9 up & families

- Explain the game: you are a villager at the water hole, and carry water home. While someone times you, move along the line according to the throw of the die, picking up, reading out and acting upon a chance card if your throw ends on a square with one attached. When the you reach the village, the total number of minutes equals the total number of imaginary hours taken to fetch the water.
- Give the “villager” a bucket with an amount of water appropriate to their age.
- Set the timer and start your “villager” off. Let parents help small children. Very small children enjoy the tiles as stepping stones. Talk global issues with their parents while the children go round.
- If additional “villagers” arrive they can take a bucket too and start off.
- If you have too many “villagers” to set them all off at once, let them practise carrying a bucket on their head. But do move the game on quickly – remember this is just a “Bite” which must be quick. Emphasise the chance cards, how people have to carry large loads of water, how much then might need to carry, etc

**Global issues raised:** Poverty; Millennium Development Goals; human rights; global health; role of women in their communities; environmental degradation.

**Watchpoints:** Try out first – especially if you have made up the “chance” cards yourself. Make sure the chance cards have a number on the back to show you which tile to link them to. You can always make a small scale version to try at home.

**Where to use this global bite:** at fêtes and fairs. At camp. As a more extended activity at holiday schemes.

**Variations on the theme:** Use with the rest of GLADE's Water Topic Box for a more extended activity especially in a family context.