

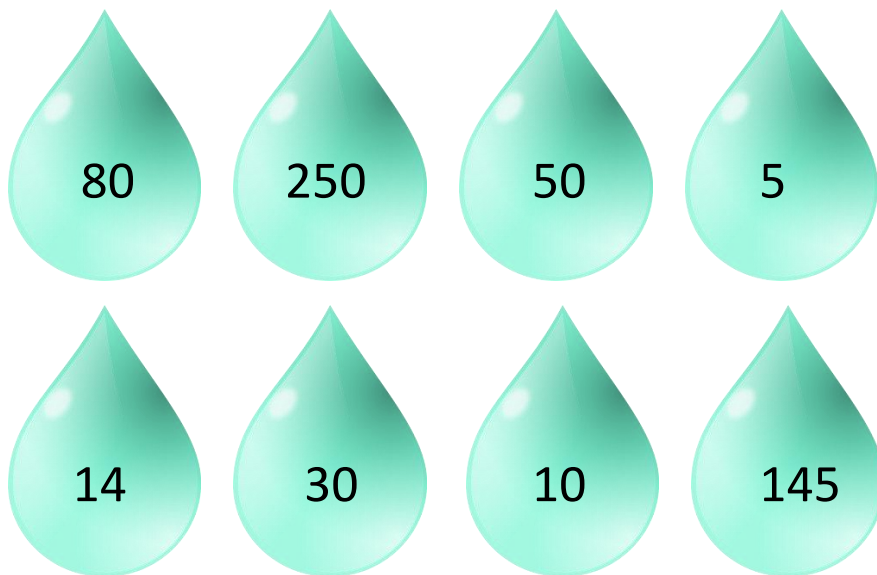
Water Aid Meeting

This year, our WYS ON SCREEN show charity is WATER AID. Here are a selection of ideas on the theme of Water Aid that could be used in a virtual meeting or face to face when we are allowed to return to normal Scouting.

Introduction video – this is a four and a half minute video which tells you about the work of Water Aid. It is aimed at schools.

<https://www.youtube.com/watch/eudZdeUn5rA>

Game – Our Water Usage



Display the above numbers on screen. Show a litre bottle full of water. How many bottles/litres would they use for the following activities? Get the children to write their choice down and hold it up to the screen. If you are face to face put the numbers around the walls and ask them to run to their chosen number. The numbers given are estimates of average usage. One number is used twice.

145 litres is how much is used on average per person per day in the UK. In rural Africa the average is 10-15 litres.

Bath	80 litres (average size bath half full)
10 minute shower	80 Litres
Brushing teeth with tap running	10 litres
Washing machine	50 litres (in the past washing machines used 150 litres per load)
Modern Toilet flush	5 litres
Dishwasher	14 litres
Washing car with hose pipe	250 litres
Washing car with bucket	30 litres

Activity - Toilets of the world

Not everyone has modern flush toilets connected to a sewerage system. Show the pictures one at a time. Can anyone guess where they are? You could give them the choices to pick from

- Alaska
- Bangladesh
- Japan
- Uganda
- Arizona USA
- New Zealand
- Bolivia – S America

Leader Notes

4 are basic because they are used by tourists and explorers where there is no running water. The traditional Japanese toilet shows not all toilets are the same style. The waste from the toilet in Bangladesh goes straight into the river. The one in Uganda goes into a hole in the ground and the hut will move when the pit is full. One in four people in the world do not have a toilet of their own.



Alaska



Bangladesh



Japan



Uganda



Arizona USA



New Zealand



Bolivia

Action

You could take part in ***Twin a Toilet*** as a good turn project with a difference – details at

<https://www.toilettwinning.org/>



Activity - The weight of water

One in ten people do not have clean water in or near their home. Water is heavy to carry. One litre weighs one kilogram. In Uganda people carry 20 litres on their heads!

How much could they carry if they had to walk for 30 minutes? Try these physical exercises to emphasise the point! Ask children to have a lemonade/ squash bottle filled with water.



Lift and hold the bottle above your head 20 times



Hold the bottle in front of you with straight arms and hold for 30 seconds



Hold the bottle in one hand with the arm straight. Write your name in the air with it.

Game - River Blindness

One of the problems of no taps, is that water from rivers and lakes contain diseases and parasites.

Equipment – yoghurt pot and 4 metres of wool/string

Fasten the wool to the pot by making 2 holes near the rim and tying wool on. (adult help may be needed) The wool can be looped around a door handle or threaded through dining chairs (before tying to the pot) or similar. The pot is moved across the 2metre gap by gently pulling on the wool and then back again pulling on the other strand.



For the game, their pot must cross the gap and collect “water” eg marbles, paper water droplets. Each time they have got the water home they hold it up. A leader holds up a card from a pack of cards. If it is black they go again. If it is red they must sit with their hands over their eyes and count to 100 (they have river blindness). How much water can they transport in a given time? Getting ill slows them down. If you have large numbers and enough leaders to have two per group, this could be done in teams in breakout rooms.

If this is run face to face then you can use cups of water that they have to carry around an obstacle course.

Activity – Building Pipelines

Building pipelines allows clean water to be pumped to villages.

Before the meeting, ask the children to collect card board tubes and plastic bottles



Cut the tubes and bottles in half and cut off ends, the first cut into a plastic bottle is difficult and will



need adult help.

Use sticky tape to create a “pipeline” and tape onto a chair to give it some slope. Use books or objects to support along its length. When finished roll marbles down the pipe. Whose is longest?



Which is fastest? Which looks the best?

If face to face, use all plastic containers and real water. If outside - try using old drain pipes and gutters.

Activity - Cleaning water

Make your own water filter. Before the meeting, add soil to some water.

Equipment – plastic pop bottle and selection of paper towel, wet wipes, cotton wool, sand, gravel

Cut the bottle in half (adult help maybe required). Fill the top half with layers of materials. Let them experiment with what materials they use and in what order. Place in the bottom half as shown.

Pour in the dirty water. Whose water comes out the clearest?

WARN CHILDREN THAT THEIR WATER MAY LOOK CLEANER BUT IS STILL NOT SAFE TO DRINK!

This activity can be found at [scouts.org.uk](https://www.scouts.org.uk).

<https://www.scouts.org.uk/activities/water-wash/>



Game – Survival

In many poorer countries life is not as secure as it is for us – many things can get in the way of a healthy existence. Each person has a dice in front of them. Each person starts with 10 Health Points. Give 3 minutes playing time. Players roll their dice as many times as they can in the three minute period and need to keep a track of their health points as they go on.

- Roll 1 You go to get water from the local river but it has dried up – **Lose a Health Point**
- Roll 2 Rains come and allow your crops to grow strong – **Gain 2 Health Points**
- Roll 3 You get a disease from using contaminated toilets – **Lose 2 Health Points**
- Roll 4 A medical team visits and offer vaccinations against yellow fever – **Gain 2 Health Points**
- Roll 5 Insects eat your crops and leave you with no food – **Lose 3 Health Points**
- Roll 6 A water pump is installed in your village – **Gain 3 Health Points**

At the end of 3 minutes – who is the healthiest – who has negative health ?