Global Connections Exchange

Global Scientist B: Water Experimentation

OVERVIEW

<table>
<thead>
<tr>
<th>Topic</th>
<th>Water Conservation</th>
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<tbody>
<tr>
<td>Age range</td>
<td>10-12</td>
</tr>
<tr>
<td>Subject</td>
<td>Arts &amp; Sciences</td>
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<tr>
<td>Duration</td>
<td>8 weeks</td>
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DESCRIPTION

This course is a study of the importance of water, global water issues and solutions, water pollution, water scarcity, and the design of aquifers and water filters. Students learn through hands-on investigations and experiments and by collaborating and communicating with global partners.

TASK TOPICS

<table>
<thead>
<tr>
<th>TASK TOPICS</th>
<th>LEARNING OBJECTIVES</th>
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| Task 1: Getting to Know Our Partners | • be able to share their culture with their global partners by creating a video to describe a typical school day, favorite activities and sports, and favorite holidays or celebrations.  
• interact with their global partners about their videos. |
| Task 2: Build an Aquifer      | • demonstrate understanding of how aquifers work.  
• build an aquifer and describe how they work in addressing real water problems. |
| Task 3: Build a Water Filter  | • demonstrate understanding of how water filters work.  
• build a water filter and discuss access to clean water. |
| Task 4: Build a Desalination Filter | • demonstrate understanding of how desalination filters work.  
• build a desalination filter and discuss access to fresh water. |
| Task 5: Reflection            | • reflect on the importance of water, global water issues and solutions, water pollution, water scarcity, and the design of aquifers and water filters in their own and other cultures.  
• reflect on sharing their culture and water related learning with their global partners. |

United Nations Sustainable Development Goals (UN SDGs)

Goal 6  Ensure availability and sustainable management of water and sanitation for all
Goal 14  Conserve and sustainably use the oceans, seas and marine resources for sustainable development

ISTE Student Standards

1.1 Empowered Learner
1.2 Digital Citizen
1.3 Knowledge Constructor
1.4 Innovative Designer
1.5 Computational Thinker
1.6 Creative Communicator
1.7 Global Collaborator

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