

# Briefing notes for animators of the Upstream, Downstream Challenge

Welcome to the Upstream, Downstream challenge.

We all live close to rivers; some are full of life and others are dirty and damaged. Your daily activities directly affect your local rivers and streams.

Take on the 'Upstream, downstream' challenge and see how the decisions you make affect your local river.

You will spend 5 days living beside the River Woosh. As you and your family undertake your weekly chores you will earn points for making decisions that will benefit the River Woosh, and lose points for activities that damage it.

First of all we need to see what condition the River Woosh is in initially.

We can use three indicators:

Biological – number and type of creatures that live in the water

Chemical – chemicals that are in the water

Ecological – amount of good habitat in the river

Pick one card from each indicator and we will see what state the River Woosh is in...

The River Woosh has scored ?? river quality points. This is your starting point.

(At this point introduce the scale and mark their position on it – we are using a tiddlywink with a blob of blu-tack on the back to move them up and down the scale as the game goes on).

Monday – Today is washing day....

(Get them to pick a random card from the Monday pile. Read out the card and move their marker up or down the scale – repeat for each day).

Tuesday – You service the car and decide to change the oil yourself...

Wednesday – The kids come home from school and offer to wash the car...

Thursday – You decide to do a spot of gardening...

Friday – Someone points out that your sewage system is draining into a local stream...

The week is over. The River Woosh now has ?? river quality points as a result of your activities.

## Notes for game animators:

1. The game will need printing out, cutting out and laminating. Blue drips and cards with points on go back to back. Everything else should be self-explanatory.

2. Bringing it to life....

The above appears very bland and will need bringing to life by the staff/volunteer running the game. These are merely the bare bones of what should be said and not a 'script'.

3. You will need a reaction to 'I don't live by a river' objectors. 'Oh yes you do...etc.'  
We are all connected to rivers and wetlands.

4. You may need to interpret some of the cards a bit more. We have tried to keep the cards short and to the point. e.g. some may not know what phosphates are or whether they are good or bad for a river system.

5. Good luck and have fun!