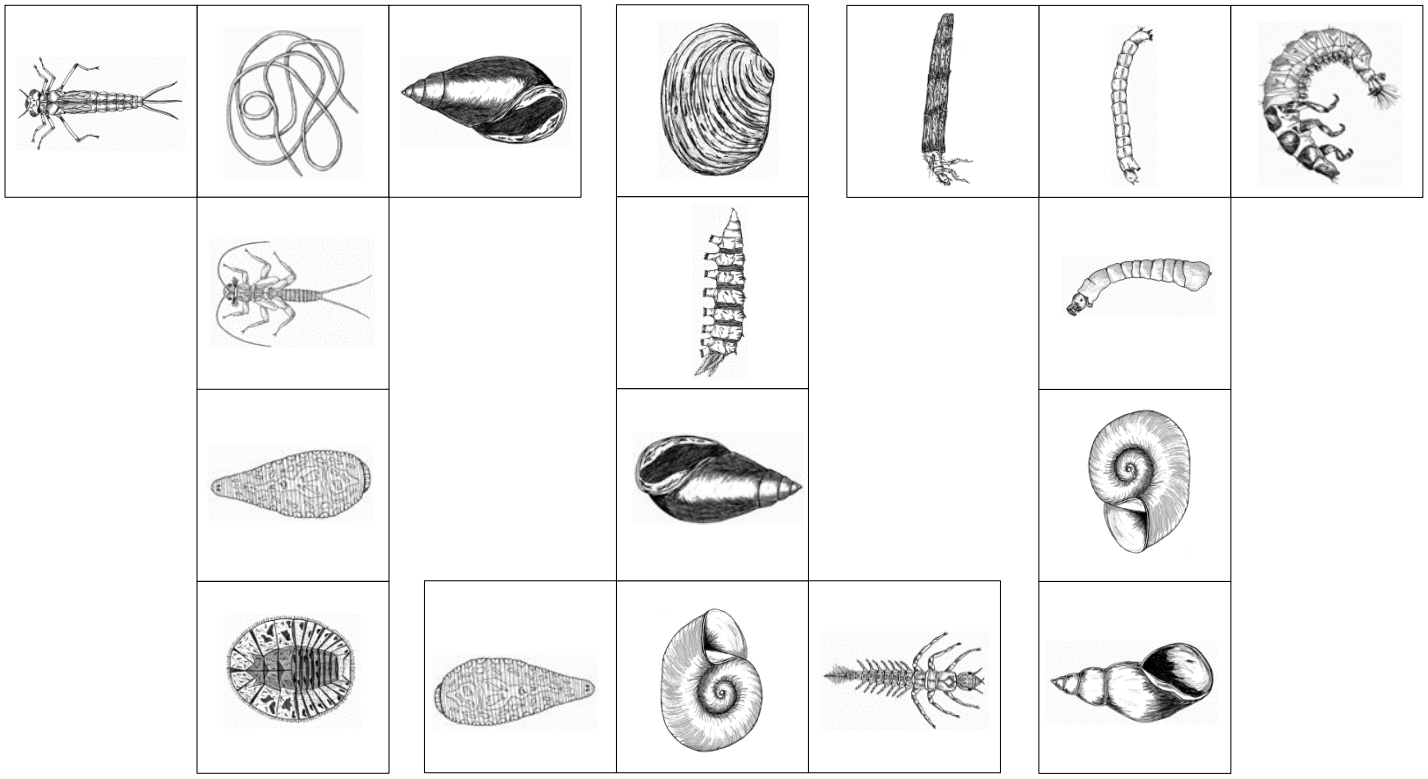
Critter Cubes (Fair/Good)

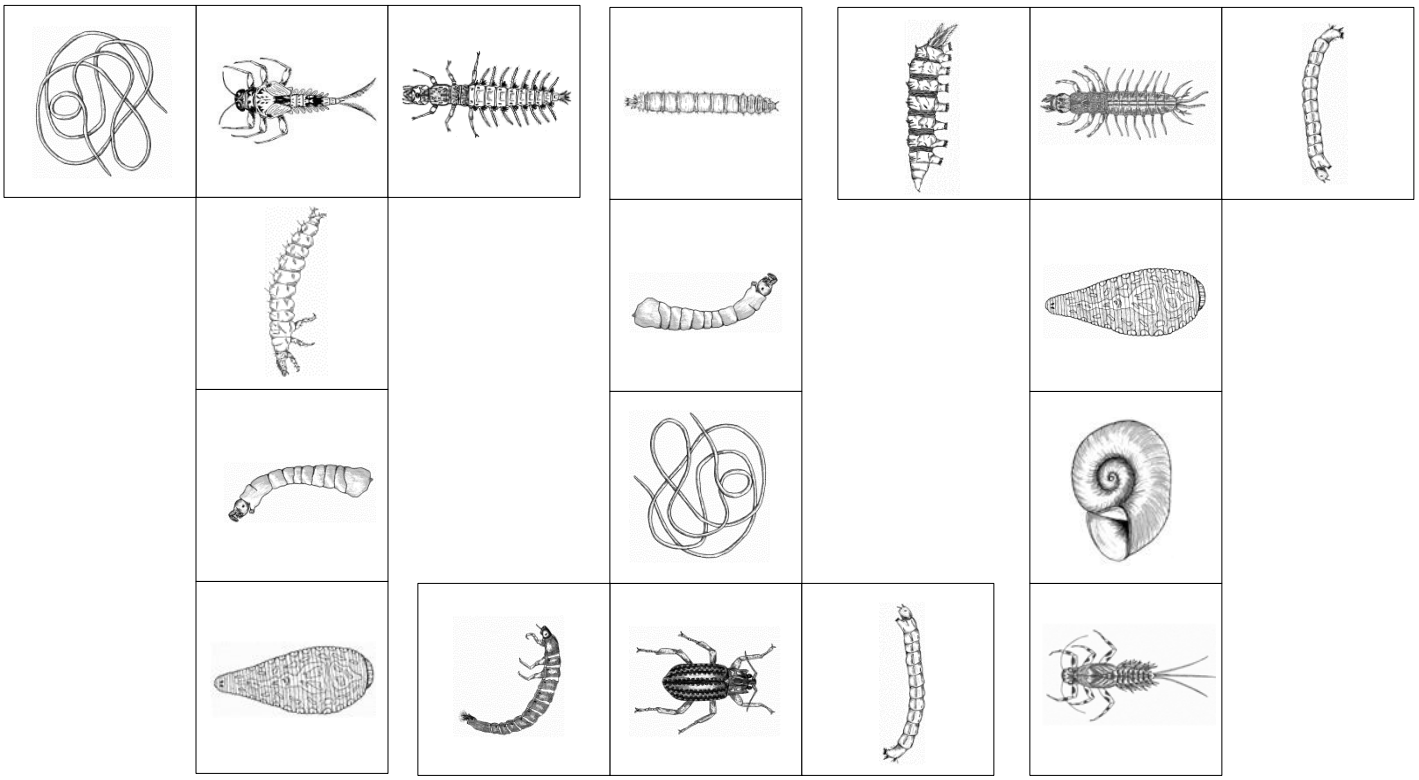
Holding onto the Green Zone pg. 43, Addendum pg.5

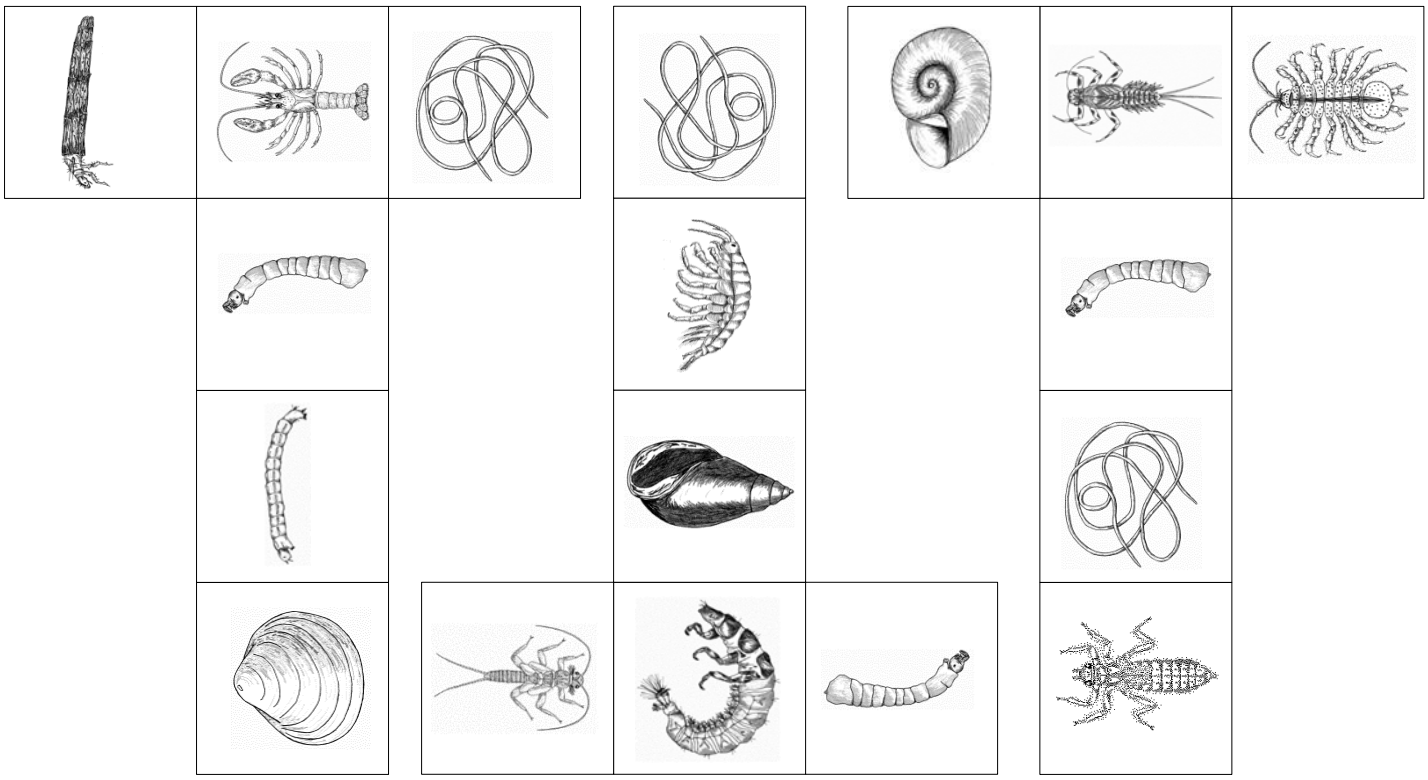
The object of the Critter Cube Count is to determine a water quality score for an imaginary stream. This version, modified from the GREEN Zone guide, uses the same water quality rating system as the Izaak Walton League's Save Our Streams biological monitoring method. The Save Our Streams monitoring method allows students to determine the water quality of a local stream using macroinvertebrates (insects and crustaceans that live under the water). To actually use this method, you would go to a stream, collect macroinvetebrates in a net, and then identify them. You would record the types of critters found. The results can help you predict if your stream is healthy or polluted. This game simulates the process of identifying and recording the macroinvertebrates caught in the net. Each pair of students will get a set of 9 critter cubes in a bucket or other small container. Students shake up the bucket and dump it onto a table or the floor. The pictures on the cubes that face up simulate the bugs that would be found in their net if they had collected the critters from a stream. Students identify the critters using the identification key and record what they found on the tally form. They then use the tally form to calculate the numeric and descriptive water quality rating. Students can play the game several times to see the different water quality ratings that can occur depending upon the pollution tolerance and diversity of the critters in their sample.

Directions: Cut out the T shaped blocks and tape or glue them around a 1x1in wooden block. Make a small unique mark in the corner of the blocks to make sure this set of 9 cubes stays together. Wooden blocks can be ordered at www.craftparts.com



Critter Cubes (Fair/Good) Continued…



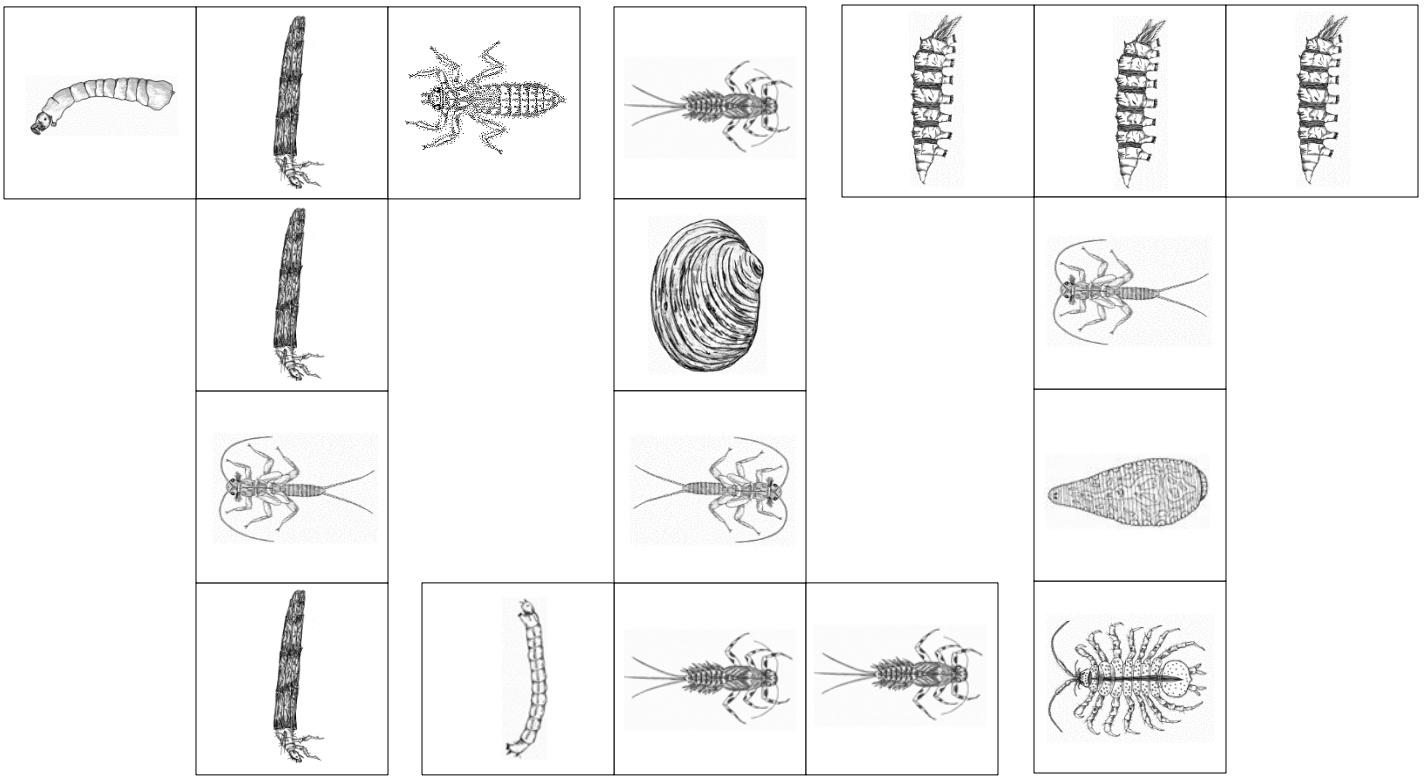


Critter Cubes (Good/Excellent)

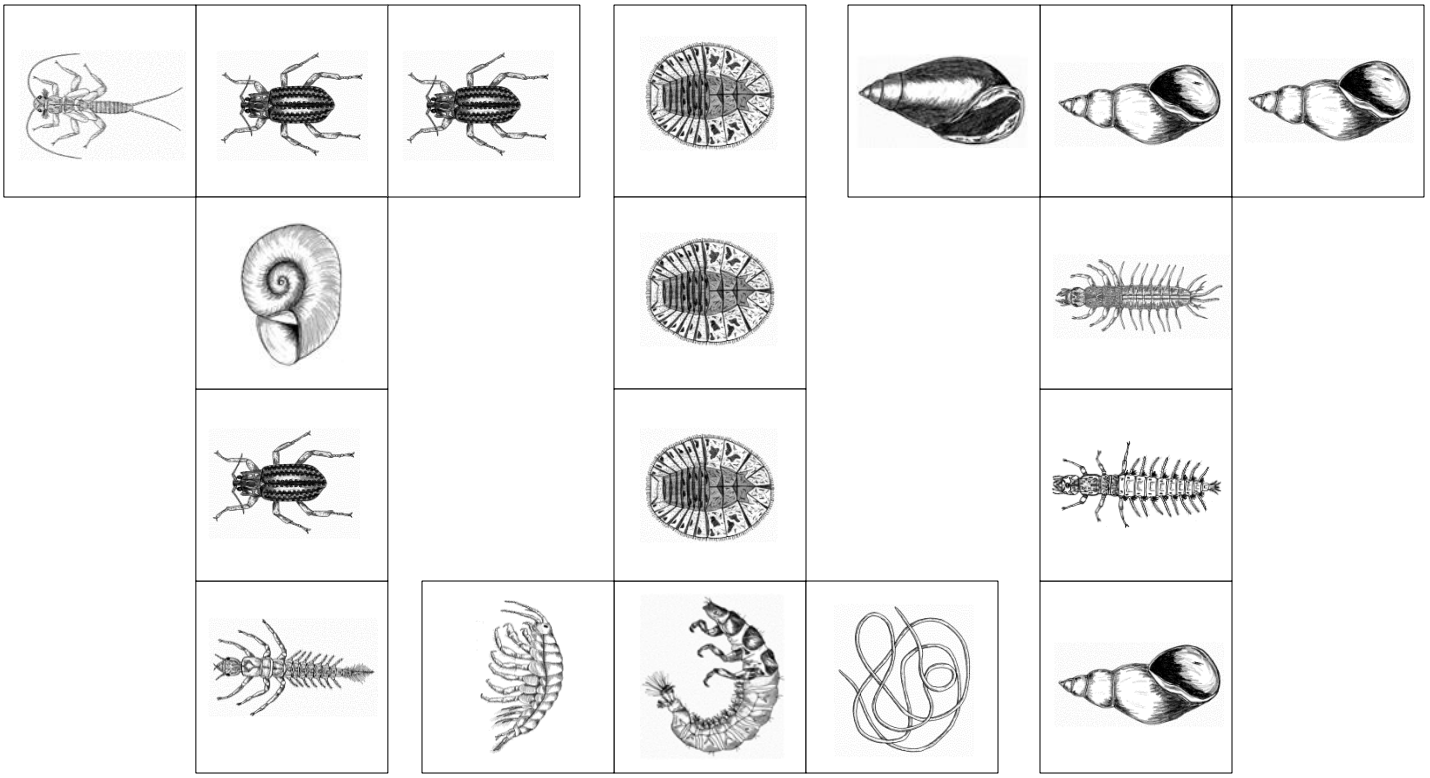
Holding onto the Green Zone pg. 43, Addendum pg.5

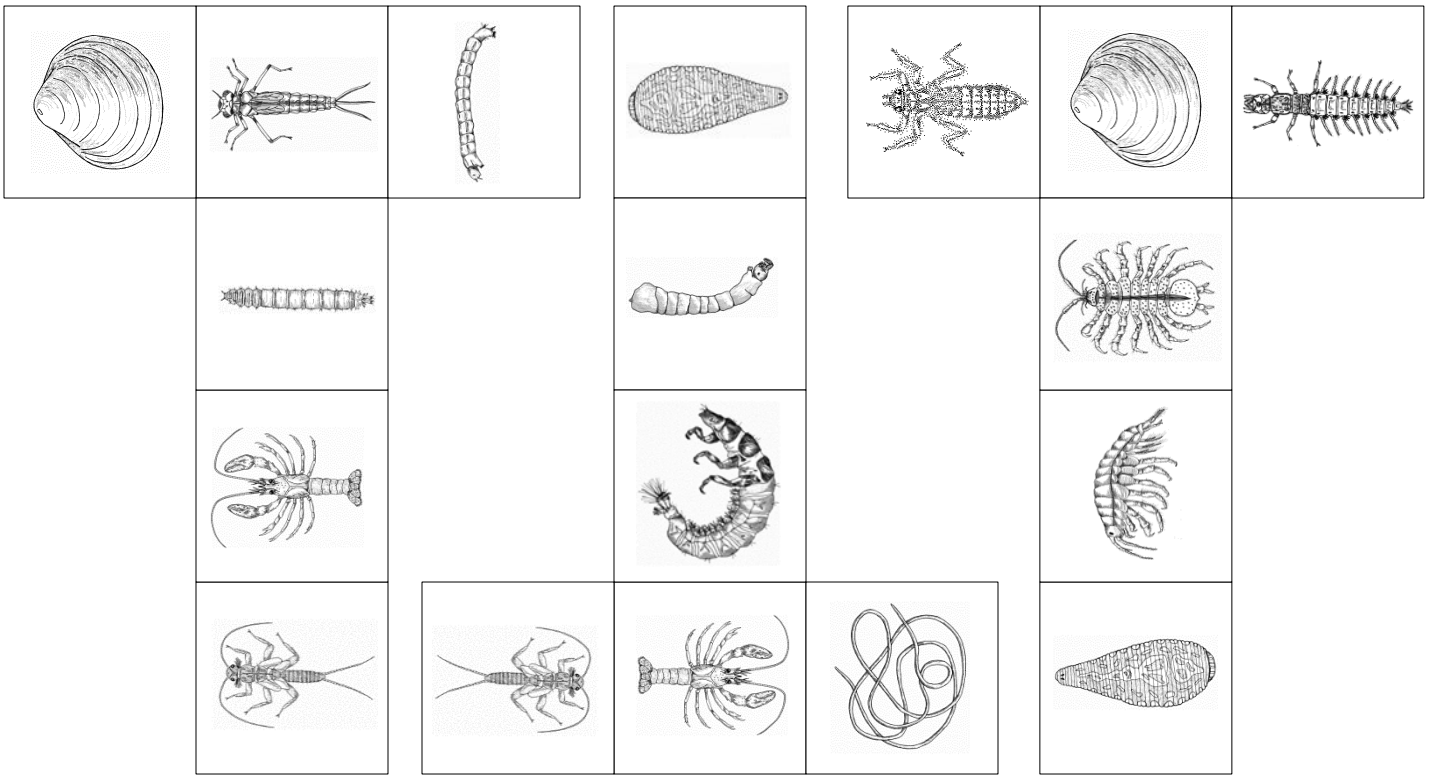
The object of the Critter Cube Count is to determine a water quality score for an imaginary stream. This version, modified from the GREEN Zone guide, uses the same water quality rating system as the Izaak Walton League's Save Our Streams biological monitoring method. The Save Our Streams monitoring method allows students to determine the water quality of a local stream using macroinvertebrates (insects and crustaceans that live under the water). To actually use this method, you would go to a stream, collect macroinvetebrates in a net, and then identify them. You would record the types of critters found. The results can help you predict if your stream is healthy or polluted. This game simulates the process of identifying and recording the macroinvertebrates caught in the net. Each pair of students will get a set of 9 critter cubes in a bucket or other small container. Students shake up the bucket and dump it onto a table or the floor. The pictures on the cubes that face up simulate the bugs that would be found in their net if they had collected the critters from a stream. Students identify the critters using the identification key and record what they found on the tally form. They then use the tally form to calculate the numeric and descriptive water quality rating. Students can play the game several times to see the different water quality ratings that can occur depending upon the pollution tolerance and diversity of the critters in their sample.

Directions: Cut out the T shaped blocks and tape or glue them around a 1x1in wooden cube. Make a small unique mark in the corner of the blocks to make sure this set of 9 cubes stays together. Wooden blocks can be ordered at www.craftparts.com



Critter Cubes (Good/Excellent) Continued…



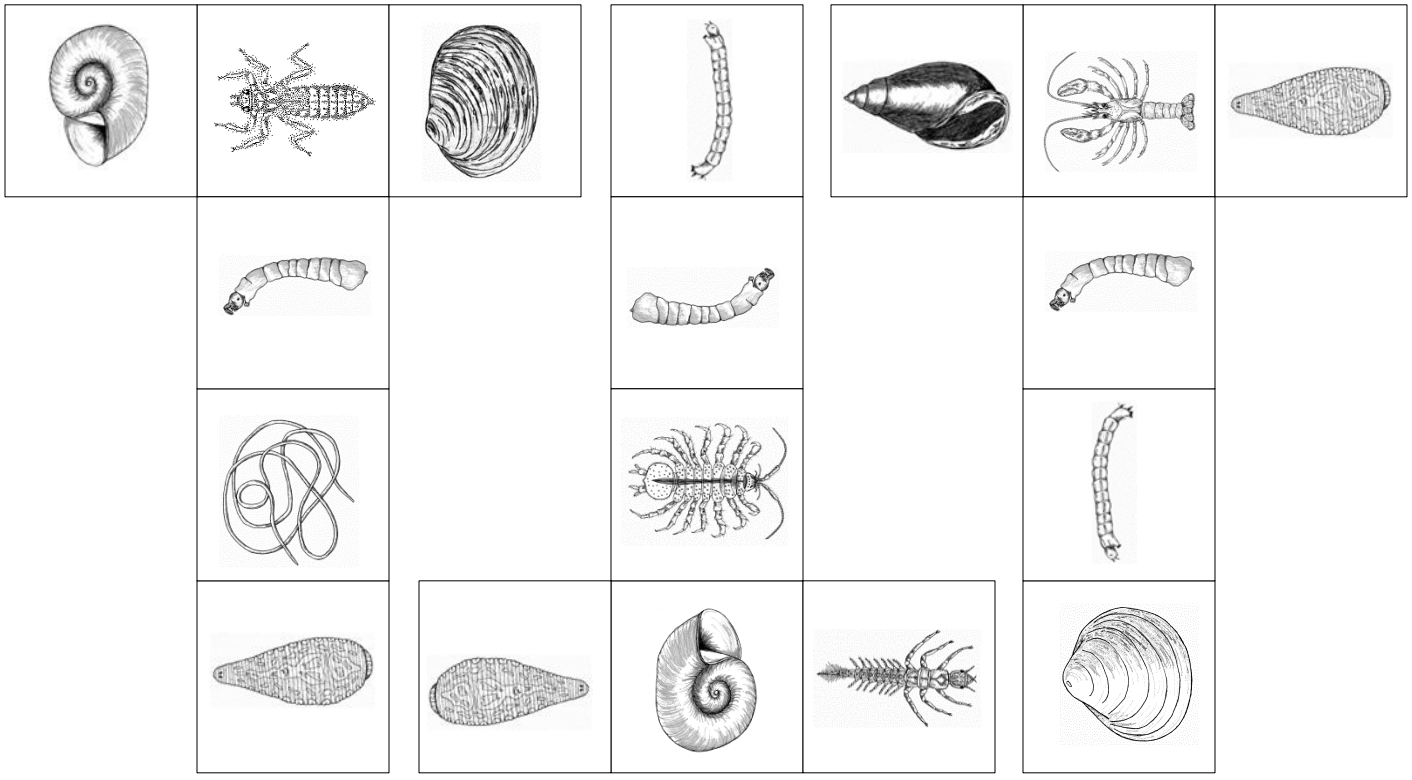


Critter Cubes (Poor/Fair)

Holding onto the Green Zone pg. 43, Addendum pg.5

The object of the Critter Cube Count is to determine a water quality score for an imaginary stream. This version, modified from the GREEN Zone guide, uses the same water quality rating system as the Izaak Walton League's Save Our Streams biological monitoring method. The Save Our Streams monitoring method allows students to determine the water quality of a local stream using macroinvertebrates (insects and crustaceans that live under the water). To actually use this method, you would go to a stream, collect macroinvetebrates in a net, and then identify them. You would record the types of critters found. The results can help you predict if your stream is healthy or polluted. This game simulates the process of identifying and recording the macroinvertebrates caught in the net. Each pair of students will get a set of 9 critter cubes in a bucket or other small container. Students shake up the bucket and dump it onto a table or the floor. The pictures on the cubes that face up simulate the bugs that would be found in their net if they had collected the critters from a stream. Students identify the critters using the identification key and record what they found on the tally form. They then use the tally form to calculate the numeric and descriptive water quality rating. Students can play the game several times to see the different water quality ratings that can occur depending upon the pollution tolerance and diversity of the critters in their sample.

Directions: Cut out the T shaped blocks and tape or glue them around a 1x1in wooden block. Make a small unique mark in the corner of the blocks to make sure this set of 9 cubes stays together. Wooden blocks can be ordered at www.craftparts.com



Critter Cubes (Poor/Fair) Continued…