



The walk for water Game instructions

You will need

- One counter for each player
- A dice

How to play

- Each player rolls the dice. The player with the highest number goes first, followed by the player with next highest number, and so on.
- Take it in turns to roll the dice again. Move forward according to the number on the dice.
- If you land on an action square, read it out and follow the instruction.
- Carry on until all the players reach the end.

After the game

Make a note of all the good things and bad things that happened on your water walk. Then...



Choose one or two of the following activities

1. Pick one good thing and one bad thing from your list of events. Talk to the other players about how you would have felt if these things had happened to you.
2. Recreate your journey as a comic strip or a story. Use what you discussed for activity one.
3. Write and perform a short play about the events that occurred on your journey.

What next?

Why not raise money for WaterAid at your school or youth group? Share the game and use your story or play to show your friends the difference clean water, toilets and hygiene make. Visit our schools page at wateraid.org/schools

29 Celebrate the new well in your village!

30 The hand pump breaks down and nobody knows how to fix it.
Go back to the old well on square 12

31 A member of your family trains as a hand pump mechanic.
Go forward one space

32 

33 The clean water allows you to grow your own vegetables.
Go forward one space



34 **Finish!**

28 You help to build a new well and install a hand pump in your village.
Go forward one space

27 

26 



24 You attend a community meeting about where to put a new well in your village.
Go forward two spaces

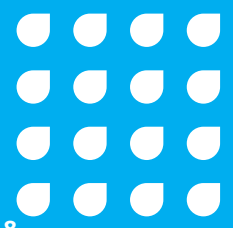
23 

22 You forget to wash your hands after going to the toilet.
Go back one space

15 You slip over and spill all of your water!
Go back to the start



17 It rained overnight and dirt got washed into the well. You fall ill.
Miss a turn

18 

19 

20 You attend a lesson all about staying healthy by washing your hands. You tell all your friends and family.
Go forward one space

21 



13 

12 You've reached the well and collected your water!

11 

10 No queue for the well! You are ahead of time and will manage to get to school.
Go forward two spaces

9 You join the queue for the well. It's very long. No time for school today.
Miss a turn

8 

1 **Start**

2 

3 You trip over some stones and drop your jerrycan.
Miss a turn

4 



6 You meet your friend on the way to the well. It makes the long walk pass more quickly.
Go forward two spaces

7 