



® The National Theatre for Children

The Aqua League Power Play Classroom Game

THE STORY

The Aqua League needs your help! The evil villain, Polly Lution, is wasting water all over Greeley and threatening the South Platte River and the Cache La Poudre River with pollution. By learning about water conservation, pollution, the water cycle and the importance of clean fresh water, you have the chance to join the elite team of water-saving heroes, The Aqua League. Solve the puzzles to unlock the secrets of water stewardship and help defeat Polly Lution.

ITEMS YOU'LL NEED TO SET UP THE GAME

Here are the materials you need for your students to play the game. There are additional kit items provided to be used with future games but you'll only need the kit items listed below for The Aqua League Power Play. There are also suggested locations for some of the game materials. You know your students best, so feel free to get creative, making the game-play tougher or easier by hiding clues and materials, or placing them out in the open.

KIT ITEMS

- 1 small lock box somewhat hidden in the room
- 1 large lock box on a table in the room
- Padlock with key
- 1 multi-lock with letter combo
- 1 multi-lock with color combo
- 1 four-digit lock
- 1 three-digit lock
- 1 blue lock hasp
- 1 red lens viewer (place in small lock box)



**Suburban
Water Systems**

A SouthWest Water Company

PRINTED GAME RESOURCES

- 1 double sided Water Cycle Poster (hang on wall)
- 1 double sided Uses of Water Poster (hang on wall)
- 1 double sided Earth's Water Poster (hang on wall)
- 1 Key to Water Conservation Worksheet (place in playing area)
- 1 Waterslide Math Worksheet (place in playing area)
- 1 Crossword Puzzle (place in playing area)
- 1 Riddle (place in small lock box)
- Game specific Reflection Questions (place in large lock box)
- New Aqua League Member Certificates (place one in large lock box and distribute certificates to students after the game)

SETUP

The following is a basic logical order for setting up The Aqua League Power Play. If you are already familiar with Breakout-type games, this may be a breeze. If not, take it step by step. Setup should take roughly 30 minutes.

1. Go to **www.NTCPowerPlay.com** and select The Aqua League Power Play program.
2. Click on Power Play to access all the materials needed for the classroom game.
3. Read the game story and watch the teacher tutorial video.
4. Review printed game resources. There are two sets – one for each group of students playing in a single session.
5. Prepare the 3-digit lock, the 4-digit lock, the 5-combo lock with arrows and the 5-combo lock with colors with the correct combinations from the lock puzzle solutions.
6. Instructions for setting the combinations can be found here: **www.breakoutedu.com/locks**
 - a. Set the locks to these solutions:
 - 5-combo letter lock = R-I-V-E-R
 - 5-combo color lock = Orange – Green – Blue – Red – Yellow
 - 4-digit combo lock = 9-7-2-1
 - 3-digit combo lock = 9-3-5
 - Padlock: Key
 - b. Place the blue lock hasp on the large lock box and lock it.
7. Explain to your students that they'll need to work together and search the room thoroughly and respectfully in order to play the game. Explain how the hint cards work.
8. Show your students the The Aqua League Power Play story video, set your timer for 25 minutes and begin!
9. After they've completed the game, ask your students the reflection questions.
10. You will be receiving an email containing a link to fill out a teacher evaluation and feedback form.
11. After your complete evaluation is submitted, you'll receive a code and instructions to register your kit.
12. Explore the additional games at **www.breakoutedu.com** and plan your next adventure. Your subscription is good for one year starting from your registration date.

THE CLUES

The following are the five puzzles and clues used to open the various combination locks. Each puzzle is tied to one of the main educational points from the live program.

Educational point: How much water do we use and how much is there?

Corresponding lock: 4-digit number lock

Answer: 9-7-2-1

Use the red lens viewer to find the answer on the back side of the Earth's Water poster.

Educational point: What is the water cycle and why is it important?

Corresponding lock: 3-digit number lock

Answer: 9-3-5

Complete the crossword puzzle. Use the number/letter key to determine that the word ICE equals 9-3-5.

Educational point: How are trees, plants, animals, people, soils and water interdependent?

Corresponding lock: 5-letter multilock

Answer: RIVER

To solve this puzzle, find the riddle in the small lock box and then discover that each letter in the word RIVER is in one of the words but not the other.

My first letter is in **PORCH** but not in **CHOP**.

My second letter is in **COUNTERACTION** but not in **COUNTERACT**.

My third letter is in **UNDESERVING** but not in **UNDERSIGN**.

My fourth letter is in **FLUSTER** but not in **TRUSTFUL**.

My fifth letter is in **SCORNER** but not in **ENSCONCE**.

Educational point: How do our actions/behavior and use of water affect our water supply?

Corresponding lock: 5-color multilock

Answer: Orange – Green – Blue – Red – Yellow

Solve the water usage math problems and put the answer in the right color-coordinated order to solve the combination lock.

Educational point: Why should we conserve water?

Corresponding lock: Key padlock

Answer: Complete the "KEY to Water Conservation" worksheet to receive the padlock key from the teacher.

THE END

When students solve the puzzles and open the large lock box, they discover a certificate from The Aqua League certifying them as their newest member, as well as reflection questions and any additional prizes or candy chosen by the teacher/facilitator. The reflection questions can be used as discussion prompts to solidify the learning from this classroom game experience.