



Tread Lightly Charitable Trust
PO Box 26253
Epsom
AUCKLAND 1344

Charities Services number: CC 25846

TREAD LIGHTLY DRAIN GAME

The Tread Lightly Charitable Trust delivers mobile environmental education programmes to primary and intermediate schools across the Auckland region. One of their programmes, The Tread Lightly Drain Game programme, explores the difference between the stormwater and wastewater systems, where the different drains lead to, and the effects that pollutants, contaminants and rubbish entering the different systems has on freshwater and marine environments.



PROGRAMME DETAILS

The Tread Lightly Drain Game programme is offered to Auckland primary and intermediate schools as a three activity programme (90 minutes for years 3-8 and 50 minutes for years 0-2).

1. Rotation 1 – Tread Lightly Drain Game trailer

The Drain Game itself is a bespoke built trailer which includes a model wastewater treatment plant and a stormwater system draining to a beach that show children the difference between wastewater drains that connect to the sanitary sewer system and stormwater drains that run into the sea.



Thanks to our supporters of the Tread Lightly Drain game in 2020 – Auckland Council, Hynds Group, 4Sight Consulting, New Zealand Steel and Fulton Hogan



2. Rotation 2 – Mapping our school

Using aerial images of their school and local area, students are challenged to identify and map the locations of stormwater drains. The actions of visiting each drain and examining where the waterflow will come from for that drain, will help to reinforce the idea that “only rain goes down the drain”. Students will also observe what is in each drain – making the connection with litter and other materials that can get washed into the stormwater system

A post visit lesson plan is also provided to teachers to extend the learning from this activity



Mapping catchpits

3. Rotation 3 – Wetlands/Ocean Pollution

In this activity students learn about wetlands, why they are important for healthy waterways and as a habitat for many native species.

Years 3-8 students watch two 360 degree movies through our VR Goggles on plastic pollution in our oceans. This activity helps students make the connection between our actions on land and the effects those actions have on our waterways and oceans.

Years 0-2 students participate in an augmented reality activity by colouring in a Pukeko, one of the many native birds that inhabit our wetlands, and bring the drawing to life using the QuiverVision app.



VR Goggle experience



Pukeko AR activity



Understanding wetlands

LOGISTICS AND COSTS

The process for the Tread Lightly Drain Game visit is briefly described as follows:

1. Confirm dates:

Details of school bookings can be confirmed with Katie Jones kjones@tread-lightly.org 0221 099 207. The length of the Drain Game visit will vary depending on the number of classes that visit the Drain Game.

2. Pre-visit meeting:

Once the school booking has been confirmed, Tread Lightly's Operations Manager, Andrea Kendall, will organise to visit the school approximately six weeks before the Drain Game visit. At that meeting Andrea will confirm the detailed logistics of the Drain Game's arrival and setup, including the times and names/numbers for each class visiting, exact location and access for the Drain Game, any health and safety details and will go through the pre-visit educational learning options.

3. School visit:

Tread Lightly Drain Game sessions (one class per session) are run by the Tread Lightly teacher and assistant, with support from parent volunteers/teacher aides.

Years 3-8

Tread Lightly Drain Game sessions for Year 3 – 8 classes are taught in the Drain Game trailer and area made available by the school (either the school hall, library or vacant room) adjacent to where the Drain Game is to be parked.

The Drain Game session for years 3-8 is 90 minutes long (one class per session) and includes:

- A short (10 min) pre-briefing from our educator;
- The students rotating around three activities in small groups
- A short (5 min) de-briefing from our educator, plus Tread Lightly Drain Game pledges

Years 0-2

The TLC session for years 0-1 is 40 minutes and for year two 50 minutes (one class per session) and includes:

- A short (5 min) pre-briefing from our educator;
- The students rotating around three exhibits in small groups (not including the VR Goggle experience)
- A short (5 min) de-briefing from our educator. Teachers are provided with Tread Lightly Drain Game Pledge template to complete in the classroom.

Activity supervisors

Tread Lightly relies on assistance provided by parent volunteers / teacher aides to help supervise the activity stations. It is essential that the school endeavours to organise this assistance.

For each year level 2- 3 helpers are required.

THE CLASS TEACHER MUST BE PRESENT AND ASSISTING WITH CLASS MANAGEMENT FOR THE ENTIRE SESSION IN ALL YEAR GROUPS.

4. **Post visit:**

A feedback form is sent to schools immediately following the conclusion of the Drain Game visit to obtain your feedback.

5. **Costs**

- \$7/student (incl GST) for years 3-8
- \$5/student (incl GST) for years 0-2

An invoice for the total number of students that participated in the Drain Game programme is sent to the school following the visit.

If a cancellation occurs after the pre-visit meeting has been held, a cancellation fee of \$250 (excl gst) will be issued.

FURTHER INFORMATION

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