

The Watershed Game:

Engaging local leaders in achieving clean water goals

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A watershed management simulation, developed for small streams and modified for lakes and large rivers, provides an interactive, positive venue for reducing confusion and inviting critical thinking about the Total Maximum Daily Load (TMDL) program – one of the least intuitive water quality program names in existence.

It focuses on cumulative impacts from several land uses on downstream water quality – duplicating factors that trigger a TMDL. Participants become land use managers trying to reduce sediment or phosphorus loads to meet water quality goals.

Each land use team has several Best Management Practices (BMPs) and a candy “budget” available. As the game progresses, teams buy BMPs to reduce impacts while cooperating with other land use teams to meet communal goals, all the while negotiating unexpected events, deciding on the importance of planning, and dealing with future development.

The activity helps participants understand water quality impairments and associated TMDLs, familiarizes them with potential BMPs, and stresses watershed-wide cooperation. The most recent version makes it widely applicable geographically and available as three linkable, table-sized gameboards – headwaters stream, lake, and large river – each with its own land uses and BMPs, which can be used individually or together.



Photographed by J. Bilotta- NEMO St. Croix Workshop June 2009



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Objectives of the WSG: Players will:

- Understand what a watershed is and recognize and encourage the need for watershed planning to solve larger water quality issues.
- Build their understanding about how land use and land management decisions affect water quality.
- Identify major sources of sediment or/and phosphorus.
- Increase their knowledge about stormwater and land use best management practices (BMPs) and how those practices are used to reach pollutant load reductions
- Understand that water bodies have limits - they can only take so much pollution before water quality, habitat, and designated uses are degraded.
- Understand water quality impairments, regulations, impaired water designations, and how local land use & management has a key role to play in reaching goals towards clean water.
- Understand the need for individual and community level solutions for protecting water quality and habitat.
- *And other local objectives as appropriate...*

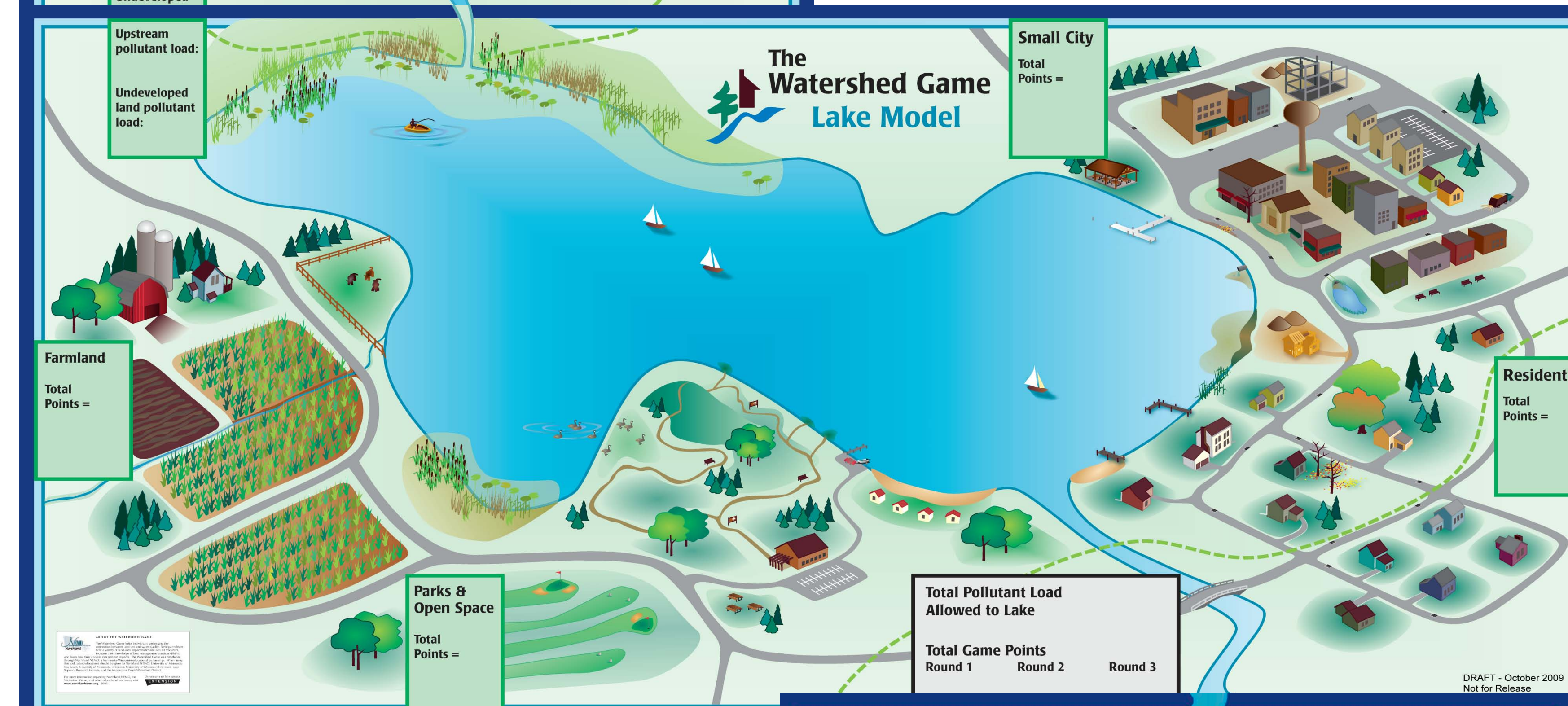
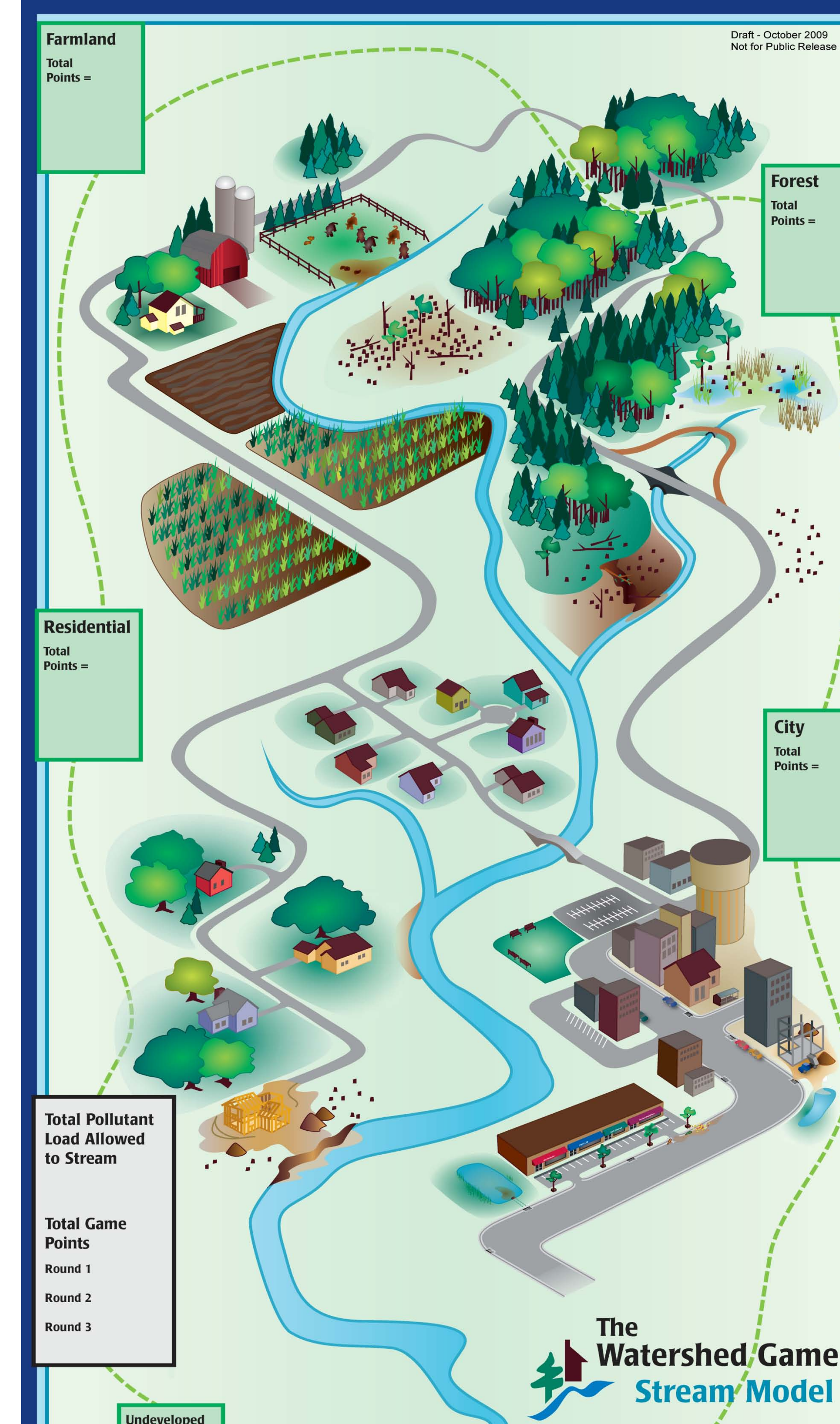
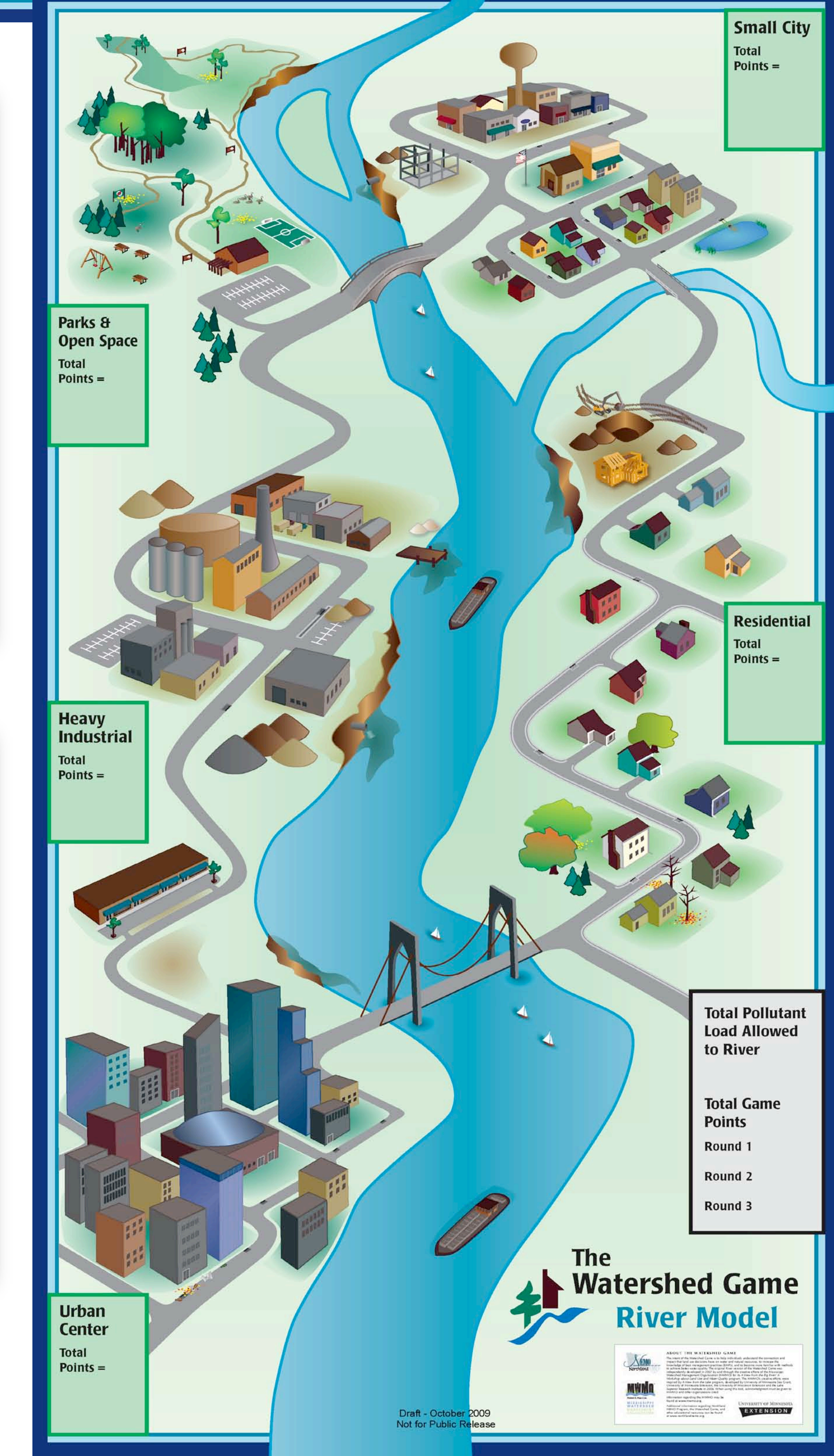


Photo by Kara Bonsack; NH Watershed Game Training, April 2011

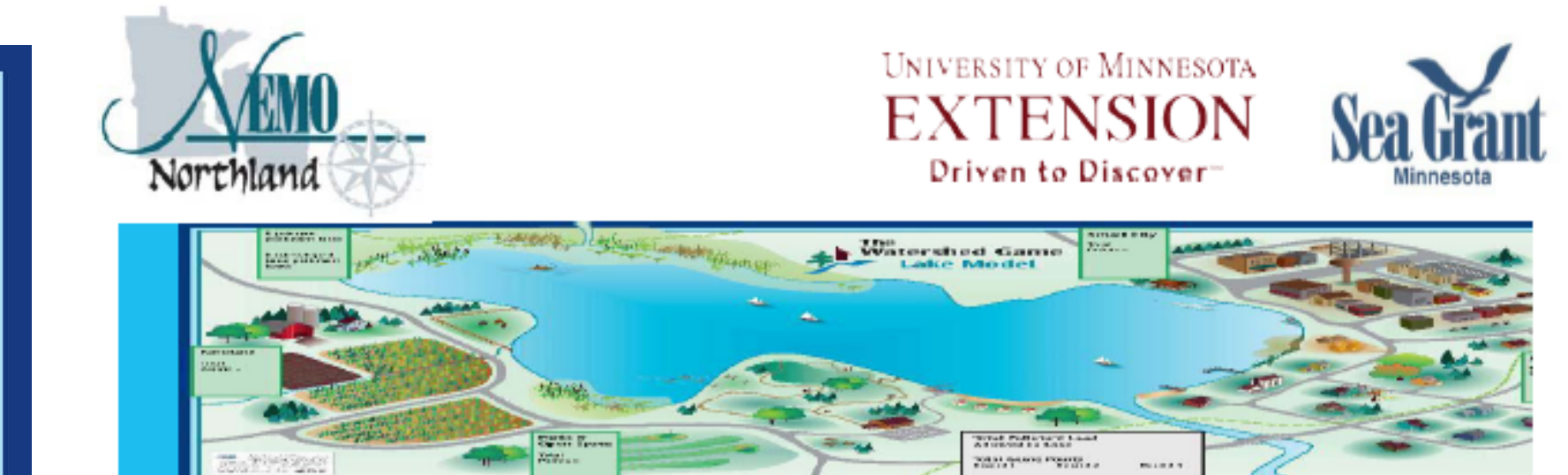
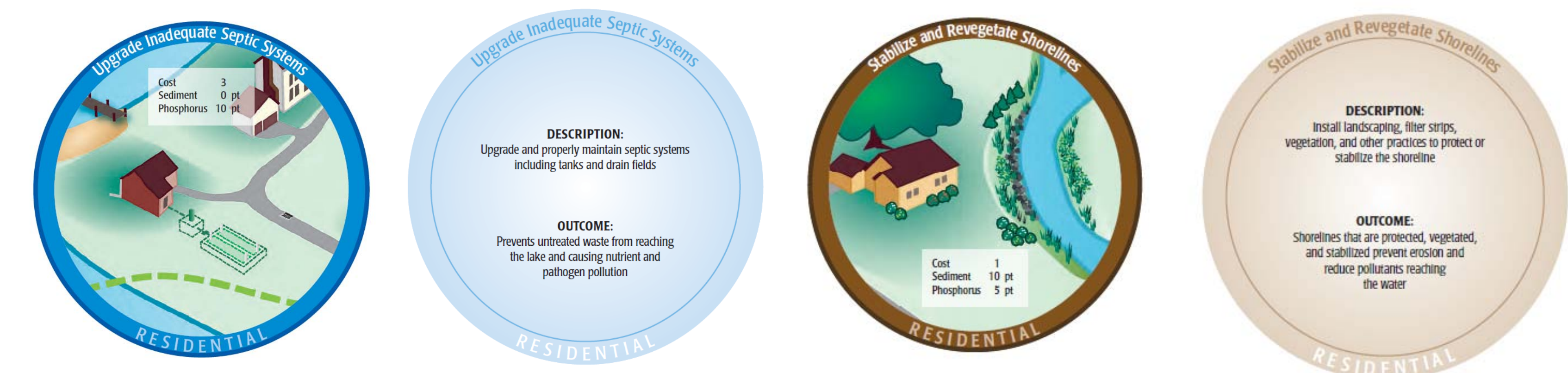


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Train-The-Trainer Statistics:

- 77: # of trained facilitators to-date
- 8: # of different states with trained facilitators
- 84%: percent of trainees who feel comfortable and ready to lead game immediately
- 49%: percent of trainees who leave preparing to use game within 3 months



Northland NEMO Program Watershed Game Train-the-Trainer Workshop
 April 14th, 2011- High Gregg Conservation Center, Greenland, NH

- Objectives:**
- Participants will leave with a strong ability to organize, facilitate, and use the Watershed Game (WSG) for a NEMO workshop and other educational programs.
 - Participants will increase their skills at developing and communicating learning objectives to target audiences and use the WSG to teach to those and accomplish them.
 - Minnesota Extension and Sea Grant Staff will share their successful strategies and experiences with the WSG including best practices and things to avoid as a result of these 40+ trained facilitators they have been working with across the state and the nation.
 - Participants will also have a chance to share their successful strategies with one another in a peer-to-peer sharing atmosphere.

Agenda:
 9:30 – 9:50am Welcome and introductions (John Bilotta, Steve Miller, and Amanda Stone)
 9:50 – 10:10 Ice breaker
 10:10-11:00 WSG Play Round I - The Stream Version (Jesse Schomberg)
 Participants role play as local leaders in the WSG
 11:00-11:30 Objectives of the WSG (Cindy Hagley & John)
 11:30 – 12:00 History of the WSG (Cindy) and setting it up for effective use (John)
 Intended audience, settings, preparation prior to use, author acknowledgement, and setting the stage for the afternoon for participant led Watershed Games
 12:00 – 12:30 Lunch
 12:30 – 1:15 Practice Play Round II: The Lakes Version (Cindy + participants)
 1:15 – 2:00 Round III: Applying the skills - participant led Watershed Games
 2:00 – 2:15 Break
 2:15 - 2:45 Reflection on Watershed Game facilitation and the best tips from over 40 Northland NEMO WSG Facilitators (John, Cindy, & Jesse)
 2:45 – 3:00 The role of the National NEMO Hub (Dave Dickson)
 3:00 – 3:30 Getting your copy of the Watershed Game, use reporting, & workshop evaluation
 Making geographical Facilitator connections and participating in a network

Northland NEMO Watershed Game Train-the-Trainer Workshop Proposal – East Coast Spring 2011



For more information:
<http://northlandnemo.org>