

“Bay Savers” or “Sediments” Game

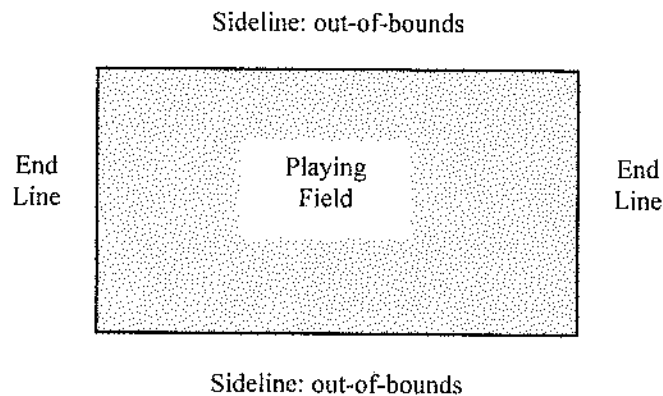
This game was taught to GreenKids by Westland Middle School teacher Stephanie Lee. Stephanie learned the game on Smith Island during a Chesapeake Bay Foundation trip.

The sediment game illustrates the role of trees in slowing the flow of water, capturing sediments and protecting water quality in waterways.

Set Up

- Played on a rectangular field
- Field size depends on the number of students
- Approximate width: one-half of the participating students standing side-by-side holding outstretched hands
- Length: 50 yards
- End lines: safety zones
- Sidelines: out-of-bounds

** It is helpful to use cones to mark the boundaries of the playing field.*



Players

- **Bay Savers**
Begin with one to three Bay Savers. A Bay Saver can run over the entire playing field.
- **Sediments**
At the beginning of the game, all students who are not Bay Savers are Sediments. Sediments run from one end line to the other end line and try to avoid being tagged by a Bay Saver or a Tree.
- **Trees**
Any student (Sediment) who is tagged by a Bay Saver or a Tree becomes a Tree. Trees are rooted and must remain in a stationary position on the playing field where they are tagged. They can lean, sway and move their arms.

Instructions for Playing the Game

1. The teacher should describe the rules of the game and the roles of the players. Be sure to emphasize that when Sediments are turned into Trees, they become rooted (see #8).
2. The teacher assigns one to three students to be Bay Savers.
3. At the beginning of the game, Bay Savers stand in the playing field and the Sediments stand in the safety zone behind one end line (off the playing field).
4. The teacher tells the students there will be a rainstorm and a flood. The flood washes Sediments from one end of the field toward the bay at the other end of the field.
5. To begin a round, the teacher calls out "Flood." Alternatively, the Bay Savers can call out "Sediment, Sediment, run my way." All Sediments try to run from one end line to the opposite end line without getting tagged. Sediments must stay inbounds.
6. Bay Savers try to tag as many Sediments as they can while Sediments run from one end line to the other end line. By tagging a Sediment, a Bay Saver is planting a tree.
7. Any Sediment who is tagged becomes a Tree. A Tree stands where s/he is tagged. Trees are needed to slow the flow of water, reduce erosion and protect water quality.
8. A Tree tries to help Bay Savers tag Sediments as they run across the field. A Tree cannot move from its spot, but it can lean and stretch to try to tag Sediments.
9. Any Sediment who runs out-of-bounds automatically becomes a Tree and must stand on the playing field closest to the point where s/he ran out-of-bounds.
10. A round ends when Sediments either have successfully crossed the playing field to the opposite sideline or have been tagged.
11. To begin the next round, Trees should turn to face the Sediments and Bay Savers should get ready to tag Sediments.
12. The next round begins when the teacher calls out "Flood" or when the Bay Savers call out "Sediment, Sediment, run my way."
13. The game continues until all Sediments have been converted into Trees or until only one Sediment is left.

Options

- To speed up the game, teachers can assign additional Bay Savers between rounds during the game.
- Teachers can end the game in a tie if one or more Sediments are able to successfully get across the playing field after several rounds.
- Teachers can make the playing field narrower to make it more difficult for Sediments.