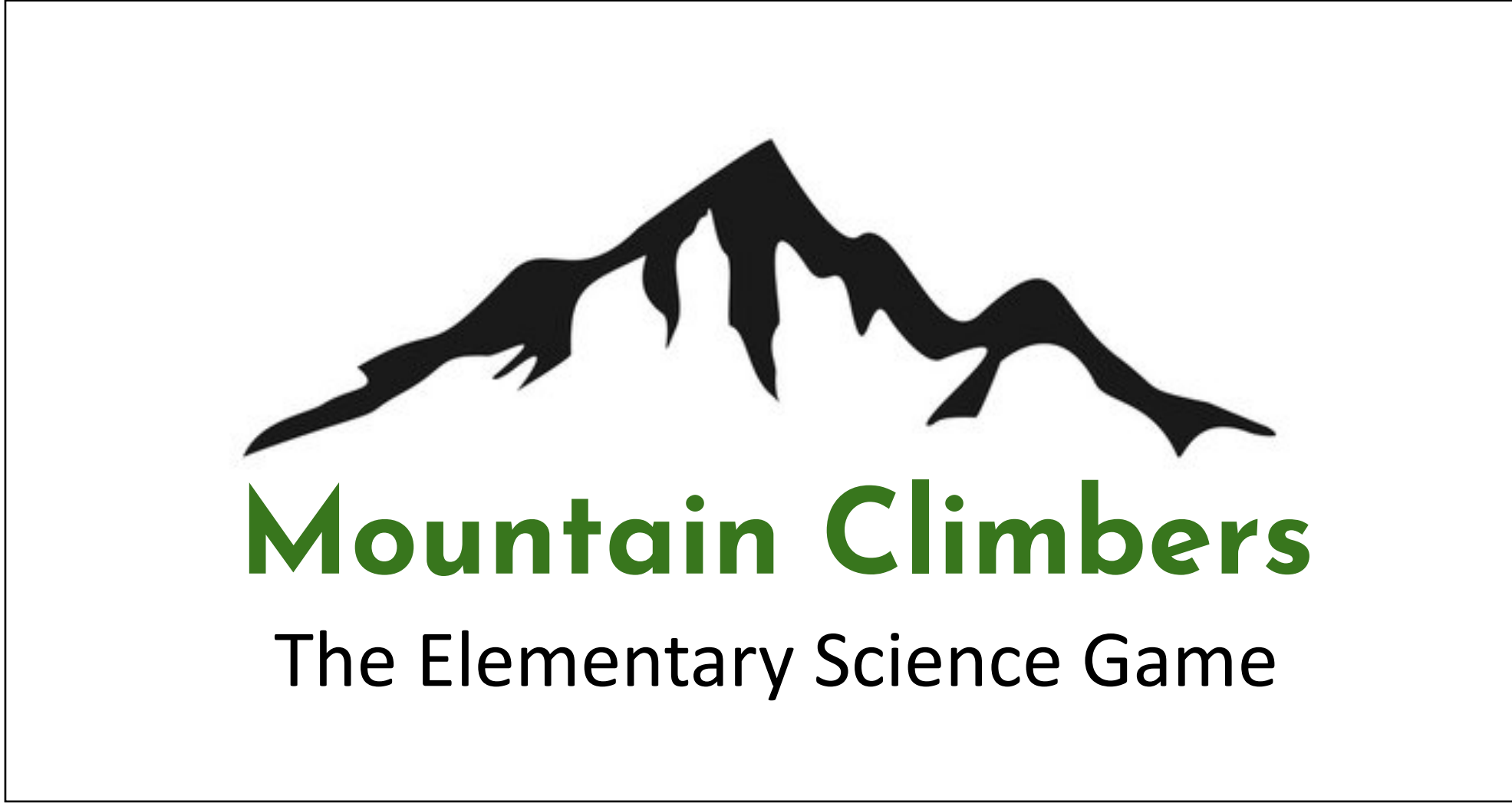


# Mountain Climbers – Weathering, Erosion, and Deposition Game

**Abstract**  
 Students learn best when they are having fun, which is why I created a board game that allows students to explore science while having fun with peers. This activity can be utilized by teachers in grades 3-5 in accordance with the Next Generation Science Standards. Specifically, the standard that the activity aligns with is NGSS4-ESS2-1, which states that students make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.  
 In this game, four players must race to the summit of a mountain while overcoming the effects of weathering, erosion, and deposition. The overall purpose of the game is to reinforce previously learned science concepts through a low-stakes experience in which students can have fun! Whenever fun is present in the classroom, students are naturally more motivated to learn.



## The Goal

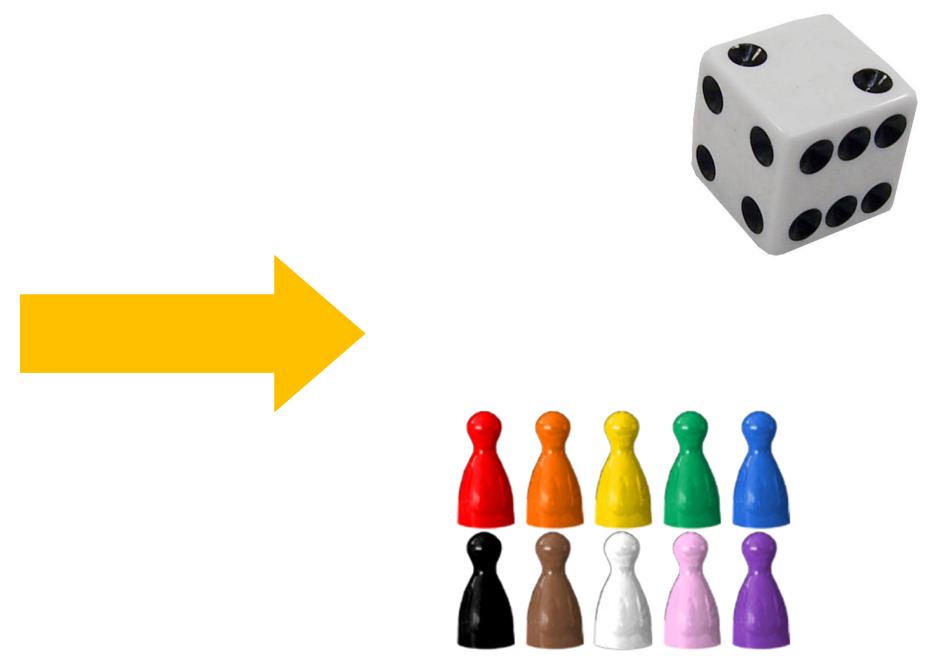
Work your way up the mountain while overcoming weathering, erosion, and deposition. Follow one of four paths and answer questions about each of these natural earth processes to reach the summit.

## Instructions


Four players/partners will compete in a race to the top of the mountain. (Partners: The teacher may place students in pairs to emphasize the importance of collaboration and communication!) All players must first roll one die; the player with the highest roll goes first, then the order continues clockwise. Players will roll the die and move up their path the number that is rolled. If the player lands on a spot where there is an animal, the player must take a yellow card and answer the question about weathering, erosion, and/or deposition. If the player correctly answers the question, they stay at the same spot; if they get it wrong, they must move back one spot. Also, if the player lands on the spot in the river, they must go back to the start. The first player to the final spot at the top of the mountain is the game's winner!

## Materials

- 1 Die
- Yellow Question Cards
- Player pieces



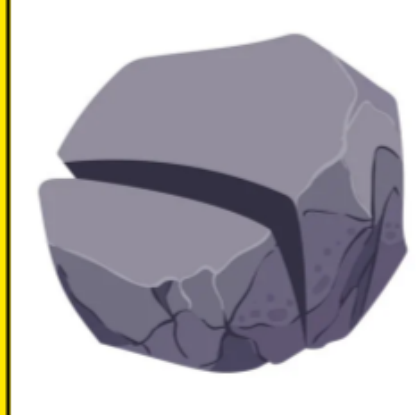
### Sample Question #1



While walking along the stream, you notice that the constant flow of water is causing chunks of a dirt cliff to break off into the stream. Is this process weathering, erosion, or deposition?

Weathering
Erosion
Deposition

### Sample Question #2



When you look closely at some of the rocks nearby, you notice many of them are sitting there with cracks in them. How could a rock so that is so big be broken like that?

Weathering
Erosion
Deposition