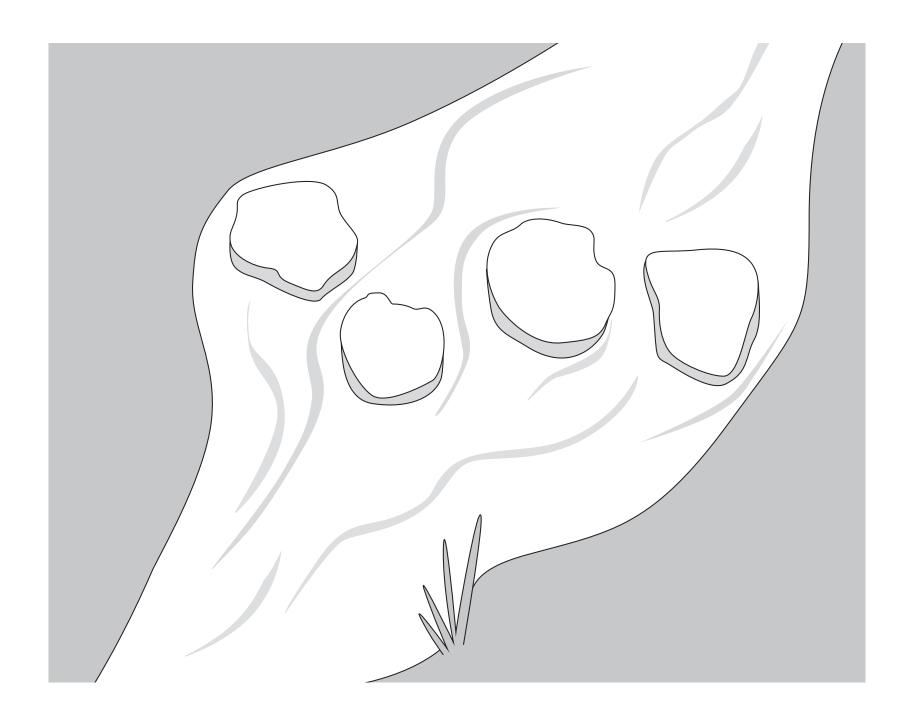




HOW CAN WE SEND A MESSAGE USING SOUND? River Cleanup Smithsonian Science for the Classroom<sup>™</sup> © Smithsonian Institution CREDIT: SolStock/E+/Getty Images Plus





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## **River Game Rules**

## **Team Sound**



Otter starts on one side of the river. Otter listens for messages from Frog. Otter moves where Frog signals. Otter stops to pick up trash.

Frog makes noise to direct Otter. Frog plays one sound to say, "Move forward one stone." Frog plays the other sound to say, "Move back one stone." Frog needs to help Otter pick up all the trash and get all the way across the river.



## **Team River**



Beaver in the river can move trash to a stone. Students on Team River put two pieces of trash on two stones before the game starts. After Otter has picked up one piece of trash, Team River puts one more piece of trash on a stone.