

BONDING WITH YOUR WATERSHED

THE WATERSHED GAME



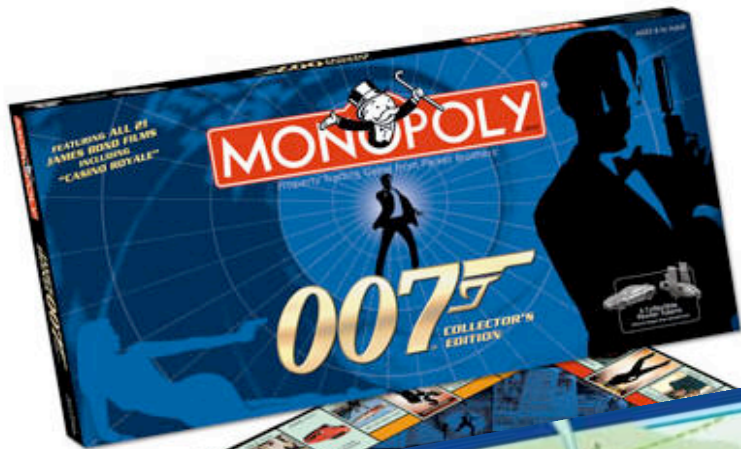
Presentation by
John Bilotta,
Jesse Schomberg,
and
Cindy Hagley

NEMO U7
September 2010



Sure 007 had secret weapons





The Watershed Game
from Northland NEMO

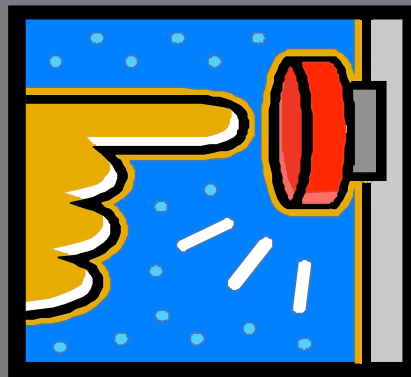
The Watershed Game



THE WATERSHED GAME IS ACTION!

EVERYTHING the WSG TOUCHES on

EXCITEMENT turns to ENGAGEMENT - EDUCATION



The WSG pushes a button of opportunity.

And its G rated!

Northland NEMO's Watershed Game

- 007 Interactive tool that builds knowledge and understanding
- 007 Connection of land use to water quality
- 007 Application of 3P's
 - Planning
 - Practices
 - Policies
- 007 Choices can prevent adverse impacts
- 007 Achieve a 'clean water goal' (NPDES, TMDL)
- 007 Designed for local elected & appointed leaders



Local leaders say yes...

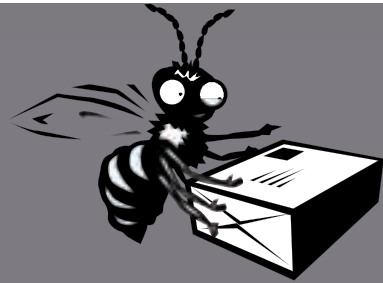
By participating in the V...
*that cooperation between
use management is essential*

*“It helped me understand
are in place. I can take
better to residents.” (M...*



*ed
and*

*y they
ain it*



a 007 !

What will local leaders do as agents of change in their community?

“I will continue to examine development proposals critically with regard to watershed impacts and the need to include more stormwater & shoreline BMPs – but even more assertively.”

“I will meet with my city staff and colleagues to learn more about our regulations and whether we are doing the best as we can to protect our waters.” (City Council Member, MCWD)

“

The NEW versions of the Watershed Game

 *Completely redesigned in 2008-2009*

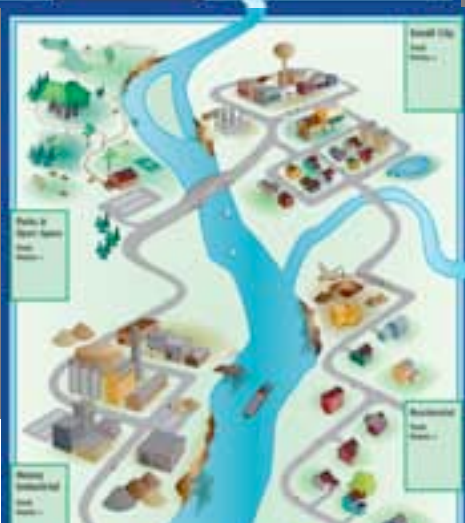
 *Stream or “watershed” model*

 *Lake model*

 *Big River model*

 *Game Boards 3 x 6 feet*

 *Fit together in sequence*



Stream "watershed" model

LAND USE TEAMS

VISIBLE PROBLEMS



SCORECARD

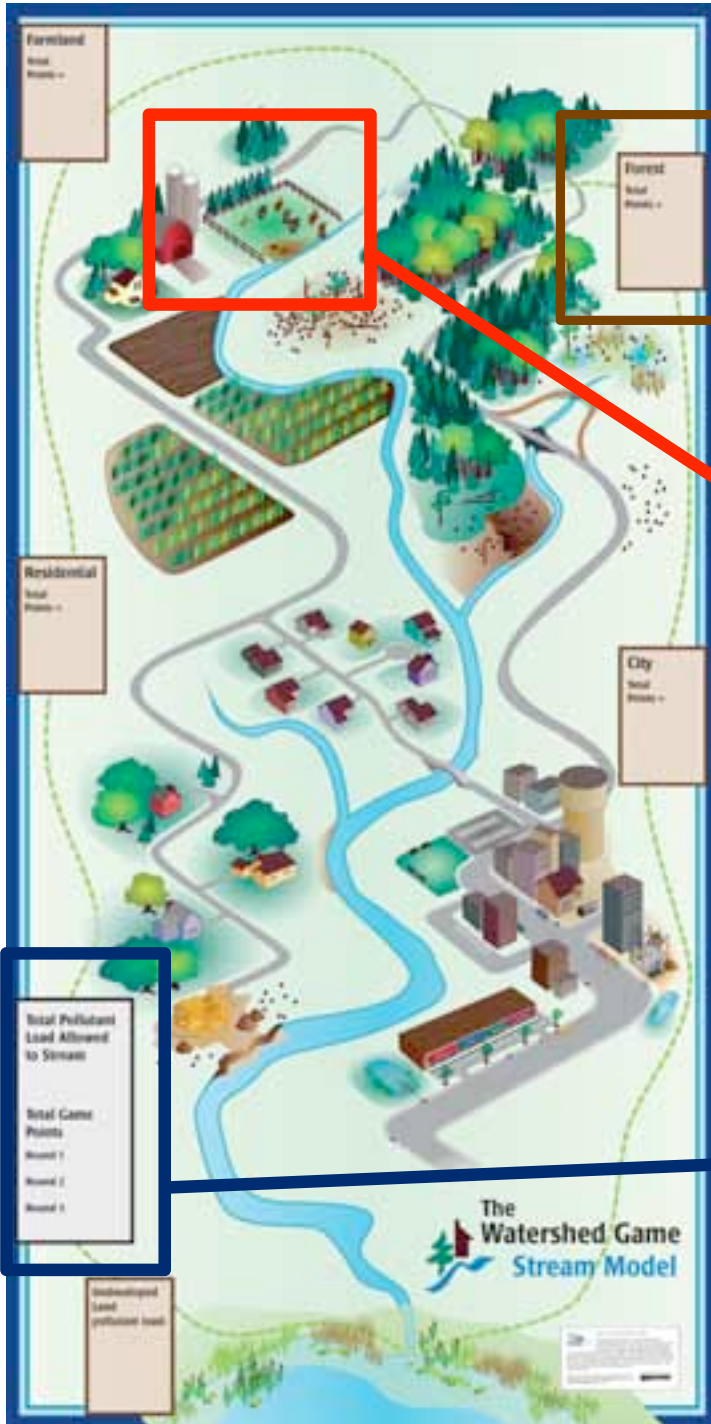
Total Pollutant Load Allowed to Stream

Total Game Points

Round 1

Round 2

Round 3



Laminated
Dry-erase
makers
Color-coded
Full
instructions



and the newest member to arsenal



Can't have a game without game pieces



NEW
phosphorus and sediment !



Chances and Opportunities

Unanticipated events



- 2 EAB

“We knew it was coming. The non-native beetle, Emerald Ash Borer (EAB), has invaded your community's trees. The cost of removing infested trees and replanting will cost you 2 candies.” and - “Oh no! Because you were slow to contain the infestation, each adjacent land use is also affected and must give up 1 candy.”

The WATERSHED GAME



Unanticipated Events

Sometimes things happen that we don't expect or that we haven't planned well enough for. The following are some of these events.

Facilitator: use your discretion in applying these to any of the land uses, sometime after the first round of play. Some of the scenarios are more appropriate for certain land uses than others.

You may want to visit a catastrophe on a land use that has not made a significant contribution to reducing the load, or perhaps even on one that seems fairly confident about their position. Some are positive rewards that can be applied to those teams doing an excellent job of reducing their load. Feel free to adapt or customize the scripts, points, and candy numbers to your situation, and use creativity in applying them.

NEGATIVE CONSEQUENCES

Cat	Event	Script
-2	Flood	"Never underestimate Mother Nature and the power of spring runoff! You've experienced localized flooding and must invest additional resources to deal with the results: public safety, clean up and restoration. You must give up 2 candies."
-1	Drought	"Mother Nature can be so fickle. Unfortunately there has been insufficient rainfall this summer and much of the vegetation you planted in your BMPs needs to be replaced. This drought will cost you 1 candy."
-2	EAB	"We knew it was coming. The non-native beetle, Emerald Ash Borer (EAB), has invaded your community's trees. The cost of removing infested trees and replanting will cost you 2 candies." excursion - "Oh no! Because you were slow to contain the infestation, each adjacent land use is also affected and must give up 1 candy." [If the land use team procrastinates in paying their candy, you could apply the additional penalty to neighboring land uses.]
-1	Spill	"There was a _____ (e.g., traffic, industrial, farm) accident and the resulting toxic spill is affecting all down stream users. Each down stream land use must give up 1 candy to cover the costs of cleanup and public safety." [If the land use team responsible for the spill wants to help downstream land use teams pay for the clean up, they may.]
-3	Slump	"During a recent rainstorm there was a major slump along the stream bank. The erosion and resulting sedimentation affects everyone along the river, so everyone has to pay. The land use where it occurred must give up 3 candies; downstream land uses give up 2 candies each."
-2	Neglect	"You've installed excellent BMPs to reduce your pollutant load, but unfortunately you neglected to maintain them. Recent heavy rains have overwhelmed the capacity and you have to pay to clean up and reinstall the BMPs. That will cost you 2 candies."
-1	Salt	"Salt pollution in runoff from your road salt loading area was identified during recent monitoring. You are penalized for not containing the salt and must give up 1 candy."

12/16/2009

Implemented by Facilitator as needed

007 Reasons why the WSG has been effective

1. History & peer review
2. Interactive
3. Venues of use
4. Train-the-trainer
5. Continued support & reporting
6. Evaluation
7. Adaptable

001. History

- ▣ 2006 *watershed version*
 - U of WI – Superior, Minnesota Sea Grant, Minnesota's Lake Superior Program, Wisconsin Coastal Management Program, and WI DNR.
 - *A View from the Lake program*
- ▣ 2007 *big river version*
 - Mississippi WMO, Minnesota Sea Grant, U of MN
- ▣ 2008-09 all new versions
 - Stream, Lake, and Big River
 - Northland NEMO
 - Peer review

002. Interactive – engaging – fun – discussion – goal-orientated





Photo by Brian Zametron, Mississippi WMO, October 2007



003 Venues – use it anywhere!



004. Train-the-trainer program

43 trained
Watershed Game
Facilitators

Local educators
from SWCDs,
watershed districts,
county government,
and state partners

3 train-the-trainer
sessions held to date



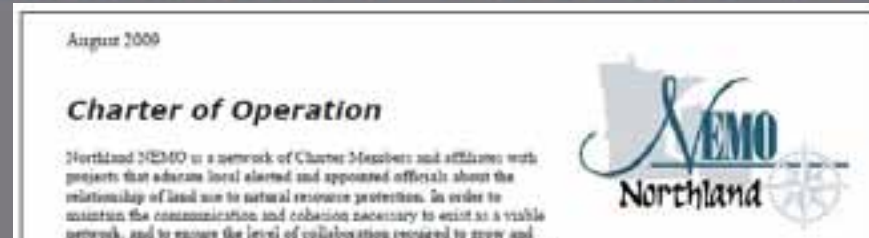
Watershed Game Train-the-trainer



- 86 % of educators who participated in the training indicated they were very ready to lead the WSG with local decision makers!
- ~50% were ready to solo
- ~50% preferred to co-facilitate
- So what do you do?*

005. WSG Facilitator Network

- ▣ Charter
- ▣ Website
- ▣ Constant contacts
- ▣ Reporting



Agreement on mission, vision, purpose
Created a partnership “charter members”
Material use policy
Acknowledgements
Created a cohort for sharing
Established *buy-in*



005. WSG Facilitator Network

- ▣ Charter
- ▣ Website
- ▣ Constant contacts
- ▣ Reporting
- ▣ List of trained Facilitators & contacts
- ▣ Where WSG can be found
- ▣ Fact sheets
- ▣ Instructions
- ▣ Dates of future & past use



Accommodating growth while protecting natural resources

Home About NEMO What's Happening What We Do Who We Are Resources Contact Us

Charter Member LOGIN

the Watershed Game



The Watershed Gamefact sheet (PDF)

The Watershed Game helps individuals understand the connection between land use and water quality.

Participants:

- learn how a variety of land uses impact water and natural resources,

Home
About NEMO
What's Happening
What We Do
Who We Are
Resources
Contact Us
NEMO North Shore-
Duluth & Superior

005. WSG Facilitator Network

- ▣ Charter
- ▣ Website
- ▣ **Constant contacts**
- ▣ Reporting

Monthly/bi-monthly meetings

Advanced WSG Facilitator Training (*tbd*) 1 year later

Email Marketing by



The Watershed Game Lake Model diagram shows a central lake surrounded by various land uses including residential areas, agricultural fields, forests, and a golf course. A road network connects these areas to the lake. A legend in the top left corner identifies different land use types. A small inset map in the top right corner shows the location of the lake model within a larger regional context.

WATERSHED GAME FACILITATORS **FALL 2010**



Northland NEMO Watershed Game Facilitators:

A few announcements and requests

1. Please report on your use of the Watershed Game by September 20th! If you have facilitated and used the WSG, please remember to report your use by clicking here: [REPORT NOW!](#) or by going to the reporting tool on the "Charter Member Login Page" - located on the left side menu bar on the Northland NEMO home page. **You do NOT need a login or password to access the reporting tool.** It's really easy and will help us prepare for the National Conference! (see #2).
2. Northland NEMO to offer a Watershed Game workshop at the National NEMO U Conference! At the end of the month, we will be presenting the Watershed Game to all our

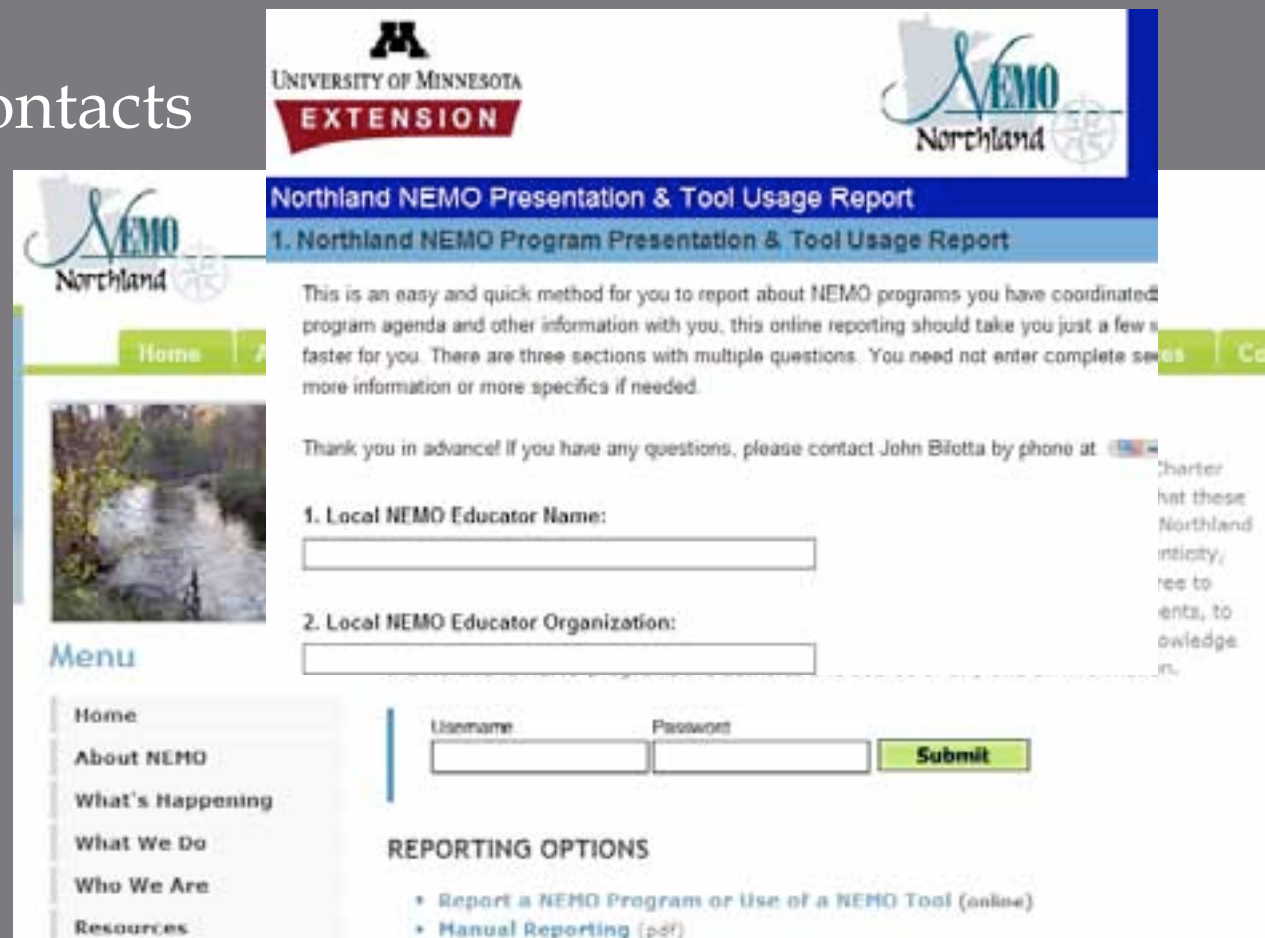


005. WSG Facilitator Network

- ▣ Charter
- ▣ Website
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- ▣ Reporting

Survey
Monkey with
no close date

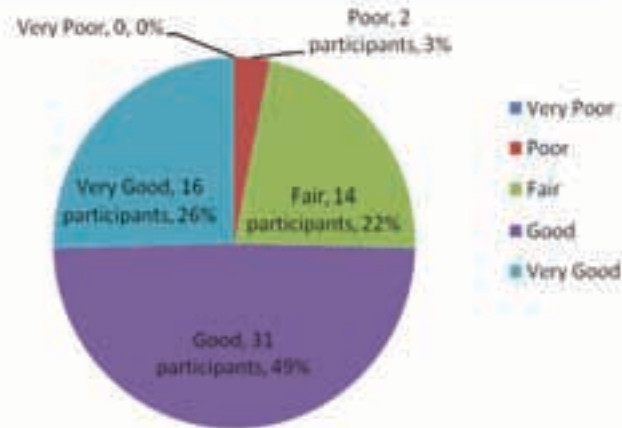
1-page form



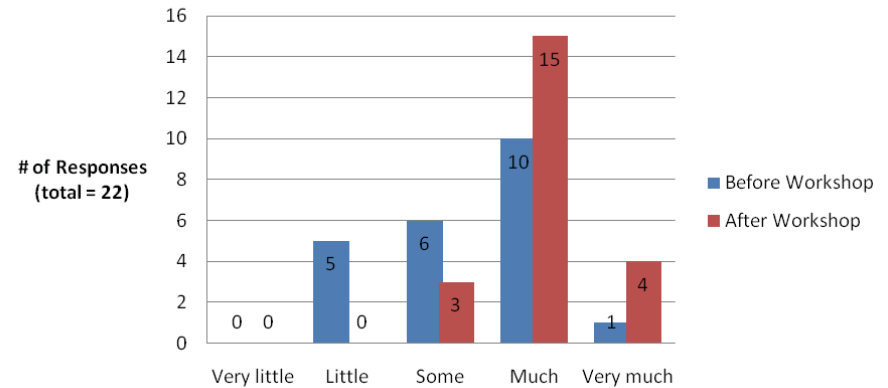
The screenshot displays the 'Northland NEMO Presentation & Tool Usage Report' form. At the top, it features the University of Minnesota Extension logo and the NEMO Northland logo. The page title is 'Northland NEMO Presentation & Tool Usage Report', and the section title is '1. Northland NEMO Program Presentation & Tool Usage Report'. The main text explains that this is an easy and quick method for reporting on NEMO programs. Below this, there is a 'Thank you in advance!' message and contact information for John Biotta. The form includes two numbered sections: '1. Local NEMO Educator Name:' and '2. Local NEMO Educator Organization:', each with a corresponding text input field. At the bottom, there is a login section with 'Username' and 'Password' fields and a 'Submit' button. A 'REPORTING OPTIONS' section at the very bottom lists 'Report a NEMO Program or Use of a NEMO Tool (online)' and 'Manual Reporting (pdf)'. On the left side, there is a 'Menu' with links to Home, About NEMO, What's Happening, What We Do, Who We Are, and Resources. A 'Home' link is also visible at the top of the page content area.

006. Evaluation

Educational Value of the Watershed Game



9. I knew/know the variety of practices and policies I can help implement as a local leader.



Name two concepts or ideas you learned as a result in participating in the Watershed Game workshop:



What has this workshop inspired you to do? Give an example of how you will apply information learned tonight as a local decision maker, elected official, or community leader:

006. Evaluation

- Its just what we do. Standard protocol.
- Distribute “*standard evaluation questions*” to WSG Facilitators.
- Use of similar evaluations for program-to-program so we can compile results.
- Participants “ticket” for take home packet
- Turning Point technology
- Education value knowledge gained, intended action, what participants need to take action.

007. Adaptable

- Topic & content
- Objectives
- City, watershed, multiple states


North Carolina “Estuary version”
as a result of NEMO U6


- Coastal Growth Strategies Training
- 2009, 2010
- Local decision makers & realtors





A world of uses

 27 copies located with trained facilitators across Minnesota

 2010 = +450 participants*

 Minnesota

 Wisconsin

 Illinois

 Watershed TMDL initiation

 Indiana

 Watershed Leadership Program training

 North Carolina

 Leadership Training: Growth and Sustainability Strategies Course

 You should be on this list!

NORTHLAND NEMO WATERSHED GAME ACKNOWLEDGEMENTS

John Bilotta, Minnesota Extension & Minnesota Sea Grant

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Cindy Hagley, Minnesota Sea Grant

Julie Westerlund, Minnehaha Creek Watershed District

Susan O'Halloran, University of Wisconsin Extension,

Amy Eliot, Lake Superior Research Institute, and

Jenny Winkelman, Mississippi WMO



BONDING WITH YOUR WATERSHED

THE WATERSHED GAME - PART 2



Retool yourself tonight !

- ✓ *Go to Jail*
- ✓ *Pass Go*
- ✓ *Land on Park Place*
- ✓ *Make a Choice*
- ✓ *Opportunity for beer & chocolate*

Join us for a play of the Watershed Game on lower deck of the boat tonight.

www.northlandnemo.org

