

Quest: Save The House

After protecting the crying child, your guild heads out west in search for any captive prisoners. You remain alert for any of the Minotaur King's generals. "Help!" a voice cries from a location nearby. You all turn around and run towards the sound. "My house is beginning to slide off this cliff!"

The steampunk amongst you points at the ground underneath the house. "The soil! I know what the problem is and I know just how to fix it. We have no time to waste!"



Task

Using your wisdom of plants, design a strategy that can be used to protect the soil from washing away.

You must design an experiment that compares the **before** **and after** scenarios.

Master Melhem will dump equal amounts of water into each of your soil samples.

The guild that has the clearest runoff water wins.

**What kind of Wisdom is Master M
trying to bestow upon you before your
mission?**



Reward

Gold: 5 gold pieces for each guild member.

Plus a Mystery Card Pack for the winning guild.



Scoring Rubric: Save The House

Science Portion	25 XP	50XP	75XP	100XP
Water clarity	Runoff was very dirty and hard to see through.	Runoff water was dirty but allowed some light to pass through.	Runoff water was fairly clear with some dirt pieces mixed in.	Runoff water was super clear. A small amount of color may be present.
Knowledge of Erosion	The student showed limited knowledge of how plants can be used to prevent erosion	The student showed some understanding of how plants can be used to prevent erosion.	The student showed a good understanding of how plants prevent erosion.	The student can <u>compare</u> situations that involve plants with those that <u>do not</u> . The student explained the impact each situation has on erosion.

ELA	25XP	50XP	75XP	100XP
My writing follows a logical sequence (beginning, middle, and end). [2.4]				
I write legibly (proper forming of letters). [4.1]				
I add capital letters and proper punctuation. [4.2]				