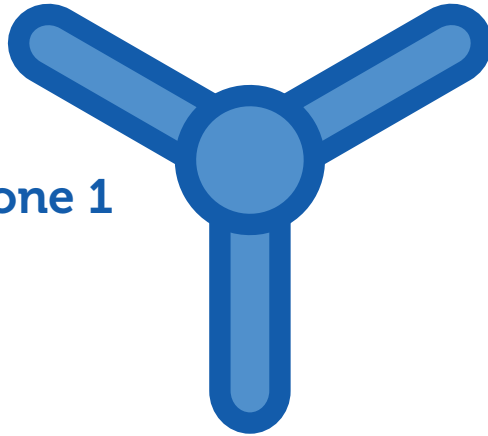


Splash Zone

Have you heard of an Archimedes Screw? It's just one of the ways we can move water to make it work for us. Try your hand at the watery games in our outdoor Splash Zone waterworks. From fountains and water pumps to waterwheels and dam busting – just try not to get too wet!

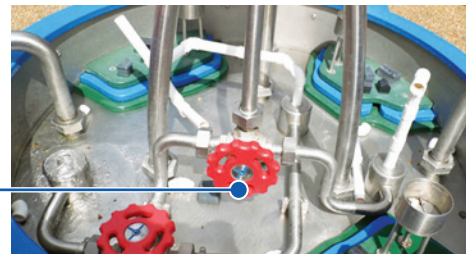
Splash Zone 1



Sector 1: The Source *(Hint – do this first!)*

All of the water for Splash Zone 1 comes from this central section. Use the taps and plastic pipes to send water to be used in the other areas of this Splash Zone.

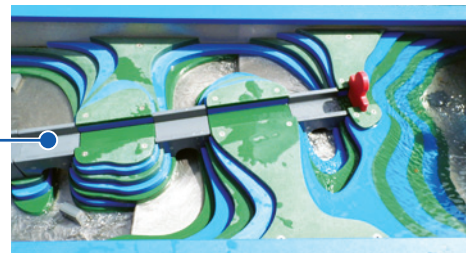
Use this



Sector 2: The Valley

Build an aqueduct to supply enough water to turn the blue waterwheel at the bottom of the valley.

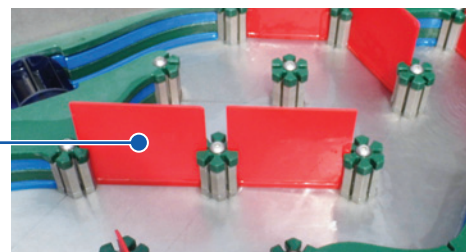
Use this



Sector 3: The Puzzle

Use the red plates to make a series of dams to direct water to the three water wheels.

Use this



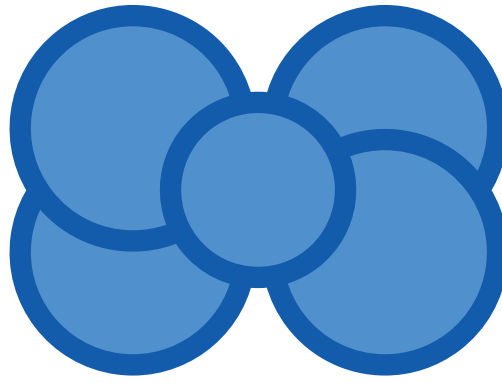
Sector 4: The Dam

Use the grey blocks to build a dam. Can you raise the water level enough to turn the blue turbine?

Use this



Splash Zone 2



Sector 1: The Archimedes Screw

Turn the Archimedes screw to lift water into the tank above. When the tank is full, pull the cord to send water to the turbine below.

Start here



Sector 2: The Standpipe Tower

Use the hand pumps to push water up the standpipe tower in the centre of the Splash Zone. As the water falls back down from the tower, watch to see where it comes out.

Start here



Sector 3: The Water Wheel

Turn the green wheel to move the beam and prime the water pump. Watch closely to see where the water goes next.

Start here



DID YOU KNOW...

...the water wheel in Sector 3 of this Splash Zone is a model of the **Museum's water wheel** in the courtyard?