



MEDIA RELEASE

Innovative Water Game Being Launched Across Canada in a Collaborative Approach with Youth from Fifteen Communities

(Toronto, July 5 2016)

An online participative game about water opens for registration today. It has been developed by Waterlution supported by the Government of Canada, in a collaborative approach harnessing the imagination of eighteen exceptional youth advisors selected from across Canada. This game, *The Great Waters Challenge*, inspires youth to uncover stories about how Canada's identity is connected to its waterways in lead up to Canada's 150th.

"The Government of Canada is proud to invest in this new project and encourage young Canadians across the country to become active and engaged citizens," said the Honourable Mélanie Joly, Minister of Canadian Heritage. "The innovative and inspiring Great Waters Challenge is a wonderful opportunity for our young people to take part in the celebrations for the 150th anniversary of Confederation in 2017."

From traditional indigenous knowledge to modern day practices, youth will showcase diverse stories about water to a broader audience through a series of creative challenges, making this game both educational and fun. Players who complete each level are eligible to win exciting prizes from partners (like Patagonia outdoor clothing and gear).

The advisory board members represent fifteen communities from seven provinces and two territories (names below). They were selected to design the game challenges in a way that inspires youth in their regions to participate and become change agents in their community:

Anne Ling, Vancouver, BC	Katarina Finnegan, Brampton, ON	Rabia Ahmed, Ancaster, ON
Anne-Sophie Sainte-Marie, Longueuil, QB	Kathryn Ecklund, Yorkton, SK	Robin Ikkutisluk, Gjoa Haven, NU
Anouk Paradis, Charlottetown, PEI	Megan Van Buskirk, Saskatoon, SK	Rosemary Jose, Toronto, ON
Emilie Carrier, Quebec City, QB	Michelle Evans, Fredericton, NB	Talia Wells, Calgary, AB
John McGrath, Quebec City, QB	Monica Forestell, Quispamsis, NB	Tessa Terbasket, Similkameen, BC
Jonathon Alcock, Calgary, AB	Olivia Allen, Vancouver, BC	Veronica Huggard, Whitehorse, YK

"By connecting and sharing the stories and history of our waterways, youth can play a pivotal role in increasing the water I.Q. of Canadians and directing their own water future" says Karen Kun, Waterlution's Executive Director and co-founder."

Youth under 30 years of age, living in a Canadian province or territory are encouraged to become players at www.waterlution.org/gwc16. Pre-registration opens on July 5th and closes September 14th, 2016. The game starts on September 15th, 2016.

For questions or requests for interviews with the Youth Advisory Board, please contact:

Karen Kun, Executive Director, Waterlution - A Water Learning Experience

karen@waterlution.org

416-887-4709

Dona Geagea, Youth Engagement Designer, Waterlution - A Water Learning Experience

dona@waterlution.org

647-302-4594

About Waterlution - A Water Learning Experience

Founded in 2003 by social entrepreneurs Karen Kun and Tatiana Glad, Waterlution is a water learning organization that brings together young leaders interested in or working on water-related topics - for peer-to-peer and inter-generational programs.

Hosted by Waterlution - A Water Learning Experience, the Great Waters Challenge is an expansion of Waterlution's mission. To date, Waterlution has hosted more than 85 workshops in nine provinces and 2 territories for over 4000 youth and 700 policy-makers, scientists, and business, indigenous, and community. Water holds a central place in the Canadian imagination. Waterlution builds on that emotional connection to get water issues onto centre stage.