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Education

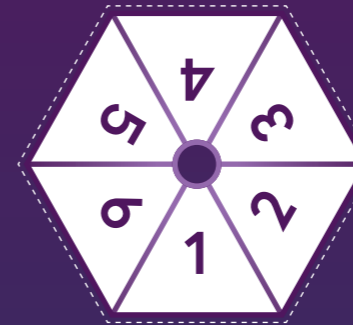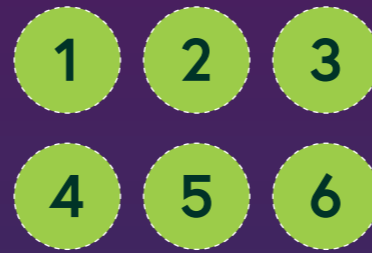**Counters**

1 2 3
4 5 6

Number spinner

Game accessories

Chance Card
You drop a tool in the river whilst working on London Bridge.
Move back 3 spaces

Chance Card
You send a wrong instruction to the Mars Rover.
Move back 4 spaces

Chance Card
A power station breaks down and all the lights go out over New York.
Move back 2 spaces

Chance Card
Your driverless car gets a flat tyre in Japan.
Move back 2 spaces

Chance Card
Your solar panels stop making electricity in the Sahara Desert.
Move back 2 spaces

Chance Card
Your electric dam gets a leak in Germany.
Move back 2 spaces

Chance Card
The crane laying the HS2 railway breaks its lifting cable.
Move back 3 spaces

Chance Card
Your snowmobile freezes as you forgot anti-freeze in the Antarctic.
Move back 3 spaces

Chance Card
Your project team designs and helps create a wind turbine in Nepal.
Move forward 2 spaces

Chance Card
You fly to Paris to repair the Eiffel Tower.
Move forward 3 spaces

Chance Card
You repair a leak on a cruiseship in Jamaica and stop it sinking.
Move forward 3 spaces

Chance Card
Your project team designs and builds a well to get more water to an African village.
Move forward 4 spaces

Chance Card
You come up with a prototype for reducing plastic in the oceans.
Move forward 4 spaces

Chance Card
You design and build an electric motorbike in India.
Move forward 3 spaces

Chance Card
You create new flood defences in Holland.
Move forward 3 spaces

Chance Card
Your new VR program helps doctors to train in South America.
Move forward 3 spaces

Instructions for the teacher:

– Print out the game board and accessories sheets.

– Cut out the Chance Cards, Number Spinner and Counters.

– Make a hole in the centre of the spinner and push a small pencil through the hole to create a number spinner. Use sticky tape if necessary.

– Up to 6 players can play the game.

How to play the game:

– Shuffle the **'Chance Cards'** and place them face down near the game board.

– Each player puts their counter on the space that says **'Start'**.

– Take it in turns to spin the number spinner.

– Move your counter forward the number of spaces shown on the number spinner.

– If your counter lands on the bottom of a **rocket**, you can move up to the top of the **rocket**.

– If your counter lands on an **electric car with a flat battery**, you must slide down to the lower space.

– If you land on a **'Chance Card'** you must take one from the pack and follow the instructions.

– When you have finished your move place the **'Chance Card'** to the bottom of the pile.

– The first player to the space that says **'Finish'** is the winner.

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Terrific Technology