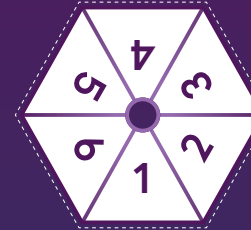
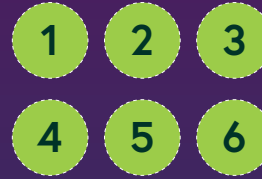



Game accessories




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.

