

Land Rush!

You need

- ★ a game board (see copymaster) or grid paper
- ★ 2 coloured pencils or crayons
- ★ a classmate

TECHNOLOGY

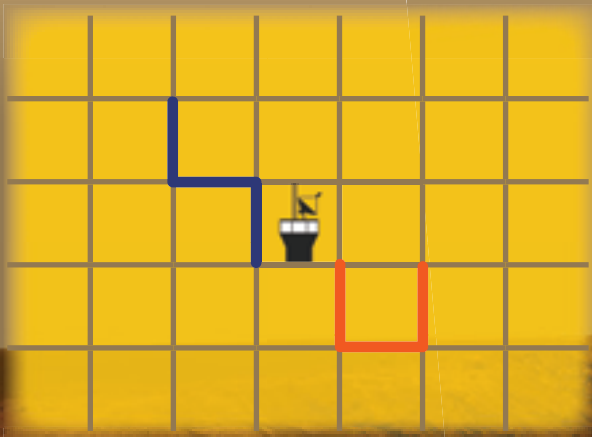
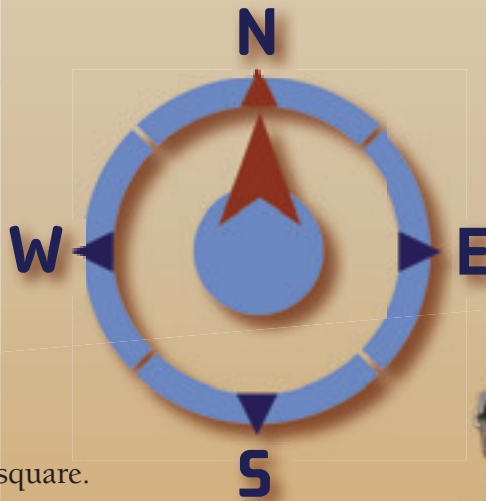
When it was first decided to explore space, the people involved had to overcome many new problems. For example, they had to learn how to make machines that worked well in low-gravity environments. They also needed to be able to send instructions to those machines.

Game

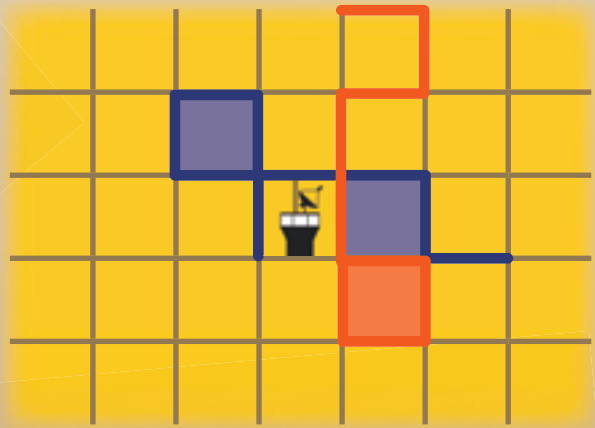
You are competing with another player to claim land on Mars. You each have a “rover” (your coloured pencil or crayon), which you control using a shared transmitter and control tower.

How to play:

- Start from any corner of the control tower square.
- You can move your rover north, south, east, or west along the grid lines.
- Before each round, write a set of 3 movement commands (for example, N-W-N) on a slip of paper. You cannot change these commands once the round begins.
- Put your commands face up on the table.



- Decide who will go first. Use your 3 commands to move your rover along the grid lines. You can move your rover along a line that is already marked.
- If one of your commands makes your rover move off the grid, stop at the edge and end your turn.



- If you are the first person to travel along the fourth side of a square, claim the square by colouring it in.
- Play an agreed number of rounds. Whoever has claimed the most squares at the end of those rounds is the winner.

Dops! You've gone E-N-W instead of E-S-W.



Let's play again. I think I can plan ahead better now.

