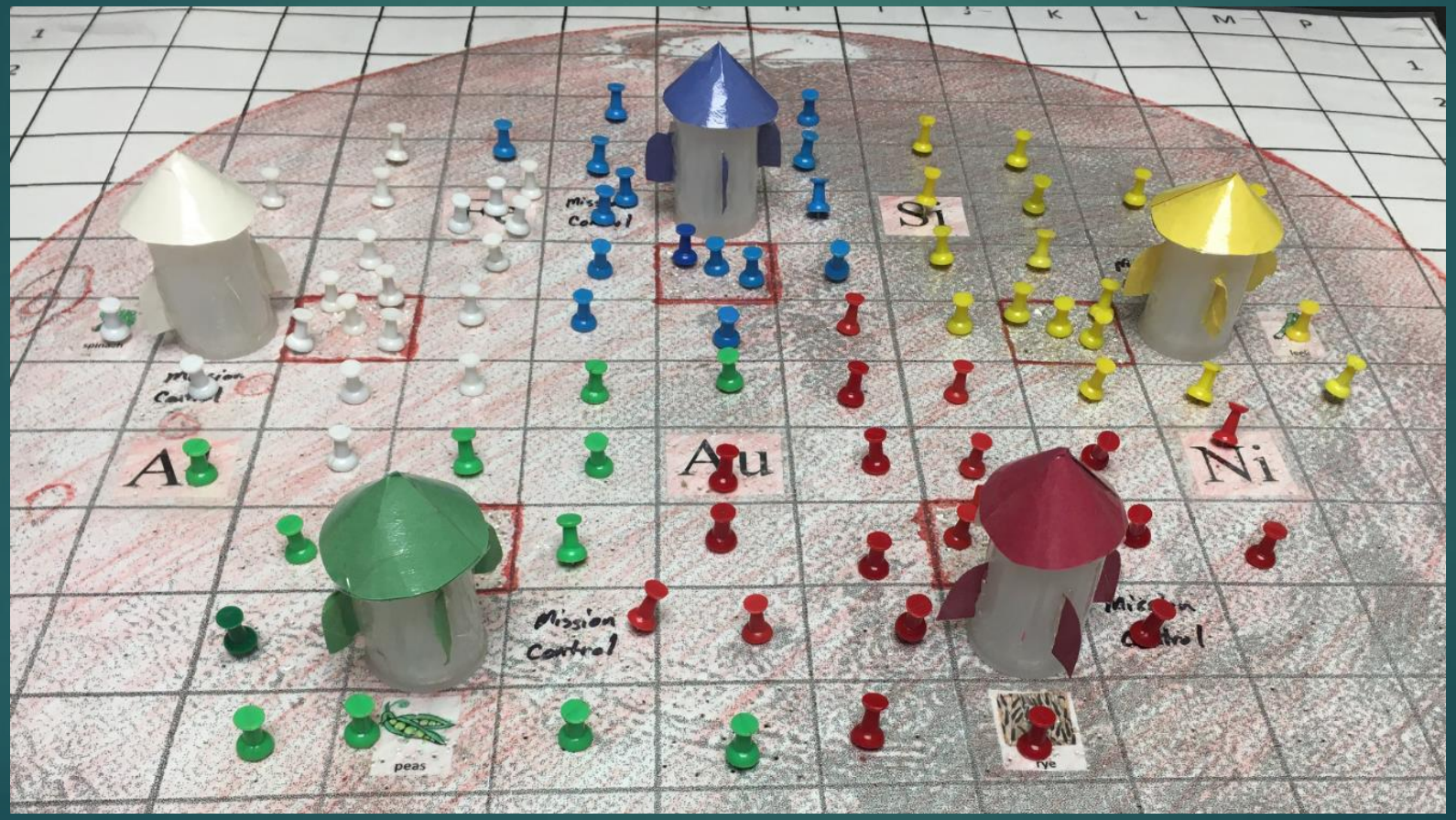
How to Create a Mars Colony Classroom Simulation Game



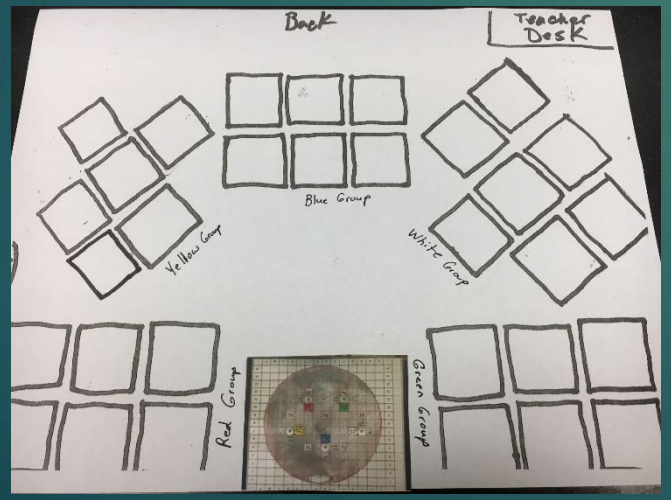
The Idea of the Game

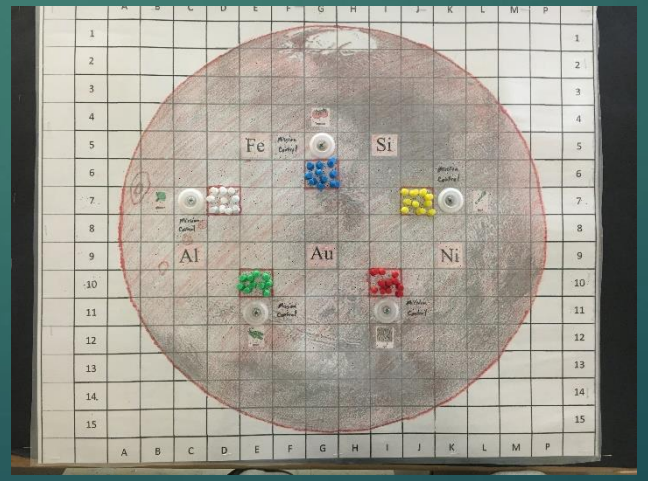
Each Student group is represented on a game board by a specific color of push pins. Those push pins represent their company.

- The objective of the game is to collect the most money.
- Money is collected by controlling territory on Mars and/or successfully trading resources.
- Successfully controlling territory or growing resources will be dependent upon successful completion of academic task, games and labs.
- The Colony (team) that controls the most territory, collects the most resources and ultimately makes the most money…….. wins!!!

The Setup

1. Enlarge a small map to a poster size game board
2. Include a grid with numbers down the sides and letters across the top
    1. This is so each square has a location (like the game Battleship)
3. Color the map to look like Mars
4. Staple it to a large piece of cardboard
5. Purchase 5 (100 count) boxes of push pins.
6. Place 10 colored pushpins on each of the respective home squares and set the board up in front of the class so students can see it.

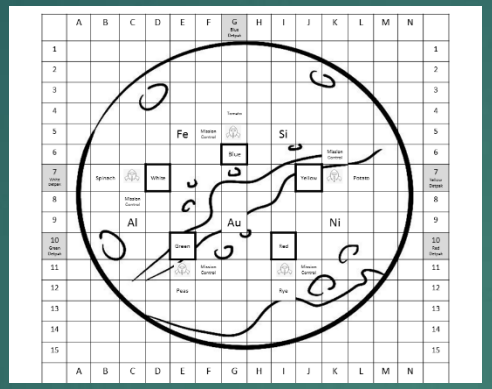




Create Group Folders

Inside the folders (at a minimum)

1. Map



2. Account sheets

	Turn 1	Turn 2	Turn 3	Turn 4 (trade)	Turn 5
bank from previous turn					
Home square $200					
controlled territory $25					
farming/mining income from trade day					
other income					
total income					
Food per colonist $10 (half/2 veg)					
recruit more colonist $10					
Launch Pad $100					
Launch vehicle $200 (+5)					
Mining detpaks ($100)					
Bank for next turn					

3. Move sheets

# of colonist	From square.....	To square.....	Moves used

Day 1 instructions

	Turn 1	Turn 2	Turn 3	Turn 4 (trade)	Turn 5
bank from previous turn					
Home square $200					
controlled territory $25					
farming/mining income from trade day					
other income					
total income					
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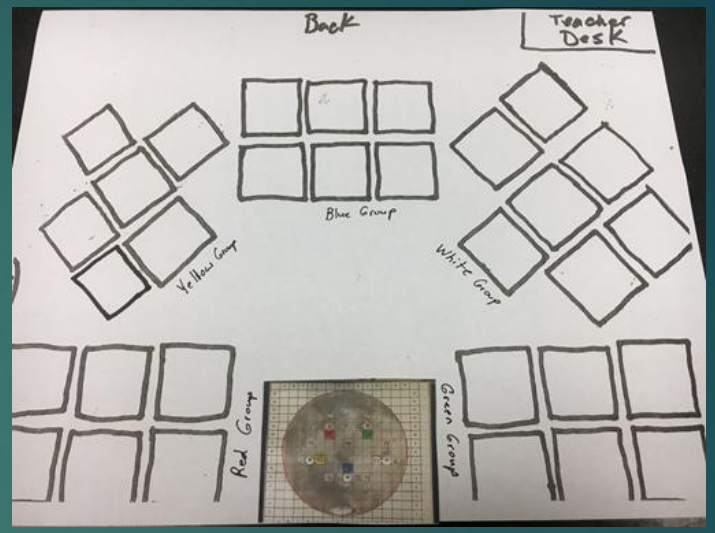


Teacher announces score

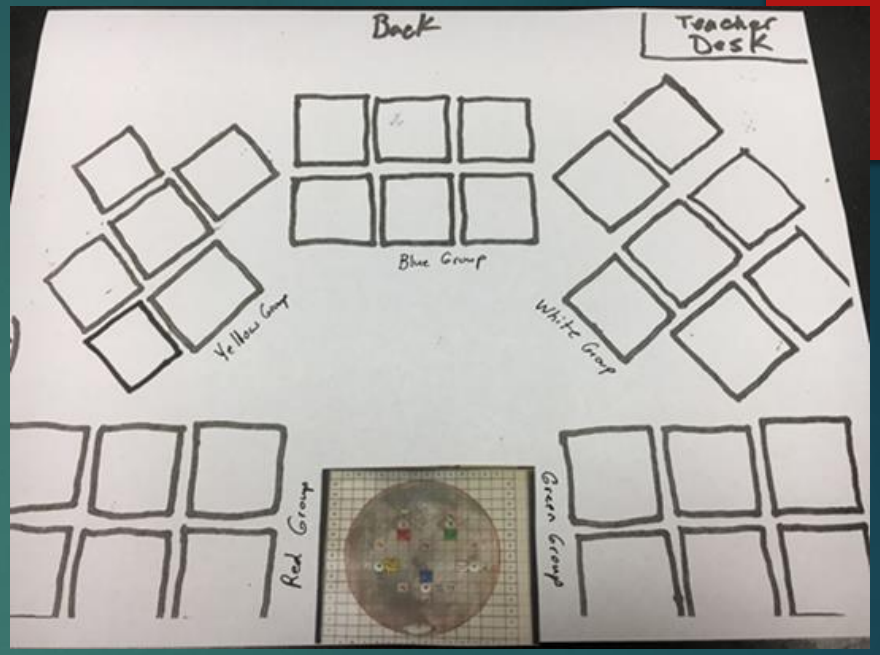
Teacher Score Card

Turn #	Red Group	Yellow Group	Blue Group	White Group	Green Group
Bank 1	100	100	100	100	100
Bank 2					
Bank 3					
Bank 4					
Bank 5					
Bank 6					
Bank 7					

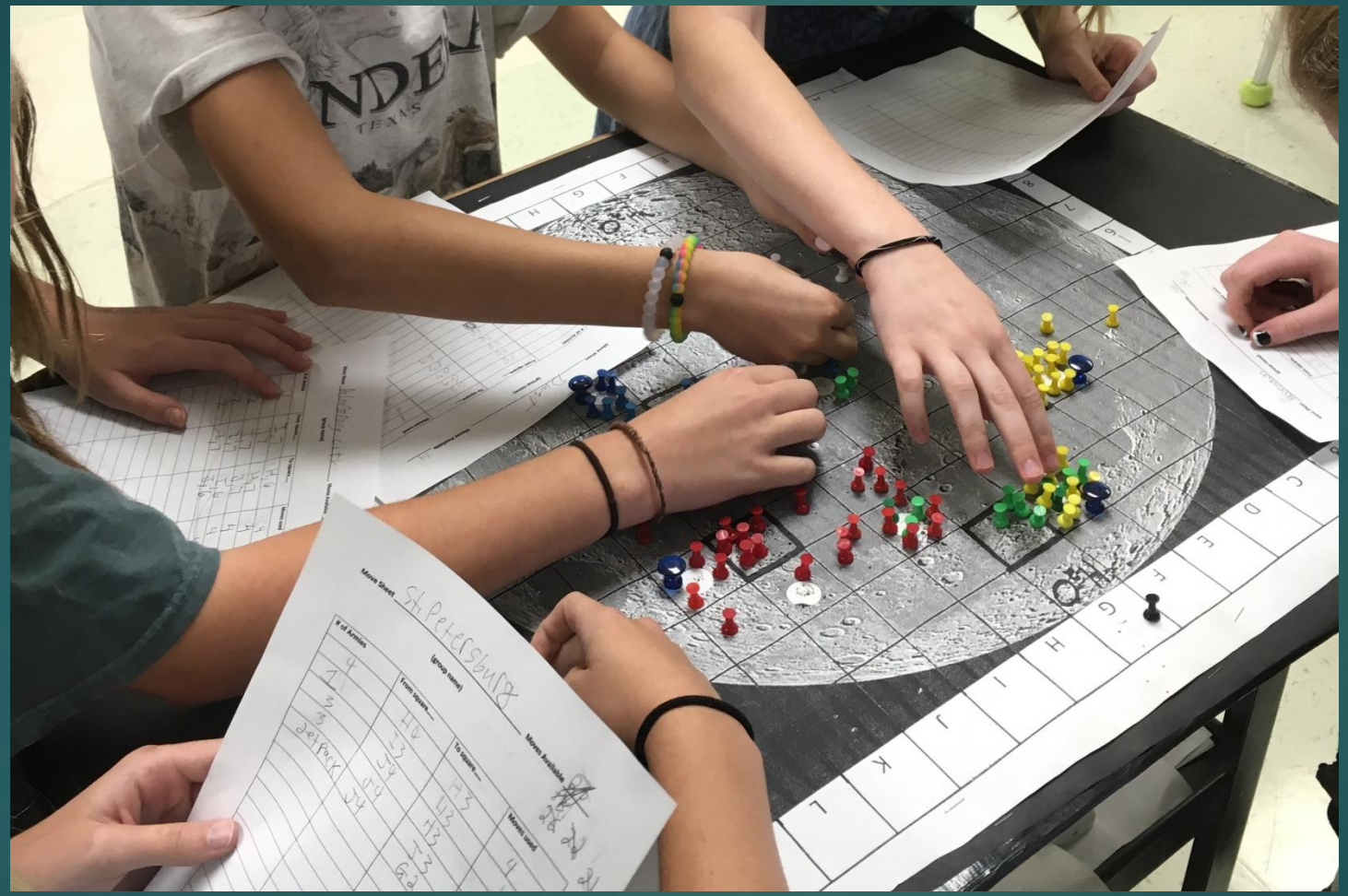
Day 1 moves planned and carried out

Move Sheet _____ Moves Available _____
(group name)

# of colonist	From square.....	To square.....	Moves used

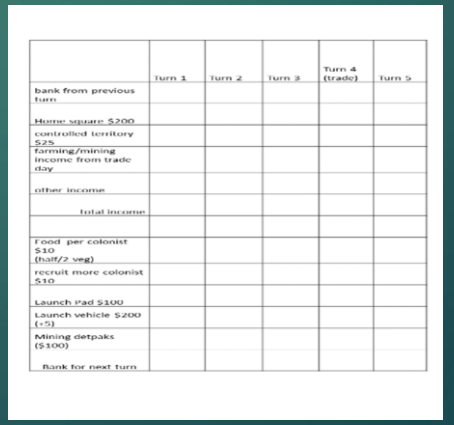


- All groups send up one member to carryout the moves simultaneously.



What if two (or more) colors end up on the same square?

- **<u>Only one color can occupy any space at one time</u>**.
- Two colors on one square represent a conflict. Conflicts must be resolved before a new bank for the next turn can be completed.
- The teacher will take one color from each group until only one color remains. Conflict resolved. If no color remains then no one controls the square but the conflict is still resolved.



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total income					
Food per colonist $10 (half/2 veg)					
recruit more colonist $10					
Launch Pad $100					
Launch vehicle $200 (+5)					
Mining detpaks ($100)					
Bank for next turn					

New banks and ready for turn 2

New bank

	Turn 1	Turn 2	Turn 3	Turn 4 (trade)	Turn 5
bank from previous turn					
Home square $200					
controlled territory $25					
farming/mining income from trade day					
other income					
total income					
Food per colonist $10 (half/2 veg)					
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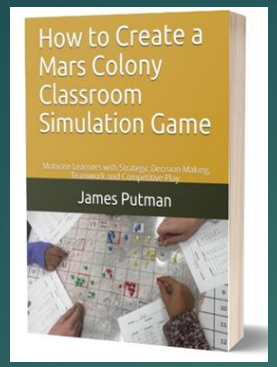
Launch vehicle $200 (+5)					
Mining detpaks ($100)					
Bank for next turn					

New Position on Game board



Amazon – How to Create a Mars Colony Classroom Simulation Game

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