

The Energy game

Make your way
along the energy trail!

HERE ARE THE RULES THAT APPLY
IF YOUR COUNTER LANDS ON ONE
OF THE SQUARES BELOW:

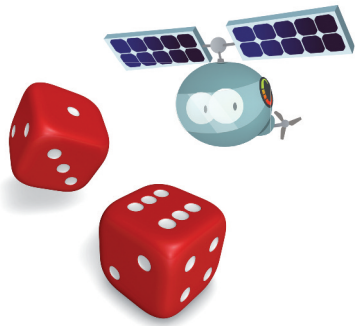
- SQUARE 3:** It's a fine sunny day with lots of light. Your solar-powered airplane takes you to square 14!
- SQUARE 7:** You want to light a fire in the fireplace but your wood is damp. Skip your turn.
- SQUARE 9:** It's bitterly cold outside and you need a lot of energy to stay warm! On your next turn, divide the number you roll in half. Half a point = 0. (Example: 1.5 = 1).
- SQUARE 11:** It's raining today! The river water is keeping the mill humming along. Double the number you roll on your next turn.
- SQUARE 13:** The battery in your MP3 player has run out and you left your solar-powered charger at home. Skip one turn.
- SQUARE 17:** You have had photovoltaic solar panels installed on your house! Good move: skip ahead to the "planet" square (No. 27).
- SQUARE 20:** Awesome! A solar pump has been installed in a remote village to draw water. Move forward five squares.
- SQUARE 23:** It's winter and some wildlife species are making burrows to stay warm. Skip one turn.
- SQUARE 26:** You're traveling with Satelli - which is fully charged! Go directly to the "Satelli" square (No. 40).
- SQUARE 30:** Hurray for slow-burning carbs! After polishing off a heaping plate of pasta, you're ready for a sprint! Roll again.
- SQUARE 32:** You're on foot and you skipped breakfast: your muscles don't work as efficiently without energy. On your next turn, divide the number you roll in half. Half a point = 0. (Example: 1.5 = 1).

- SQUARE 34:** It's summer and you're starting a campfire to roast your marshmallows in the woods. That's a dangerous thing to do! The firefighters hit you with a fine and you move back 10 squares.
- SQUARE 36:** There's no wind today and your sailboat is becalmed. Skip one turn.
- SQUARE 38:** You fill up your tank with biofuels. Roll again.

- SQUARE 39:** You installed trackers at your photovoltaic solar power plant and are capturing more light. Go directly to square 48.
- SQUARE 43:** The gas canister is empty and you can't bake your cake in the oven. Go back to the "heart-shaped cake" square (No. 25).
- SQUARE 45:** Your car is out of fuel and won't start. Skip your turn.

- SQUARE 47:** Your bike has a flat tire! You'll need to roll a 3 or a 6 to change it and get back on the road.
 - SQUARE 50:** Your city's factories are coal-fired and emit lots of greenhouse gas. Go back to square 40.
 - SQUARE 52:** Wind during a big storm brought a tree down on power lines near where you live. Go back to square 37.
- Home:** Bravo! You're an energy ace.

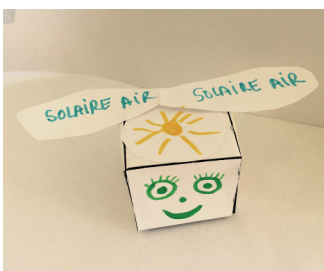
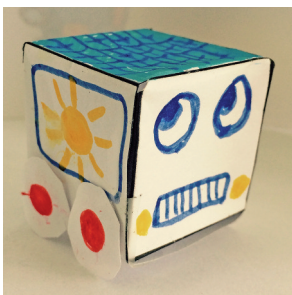
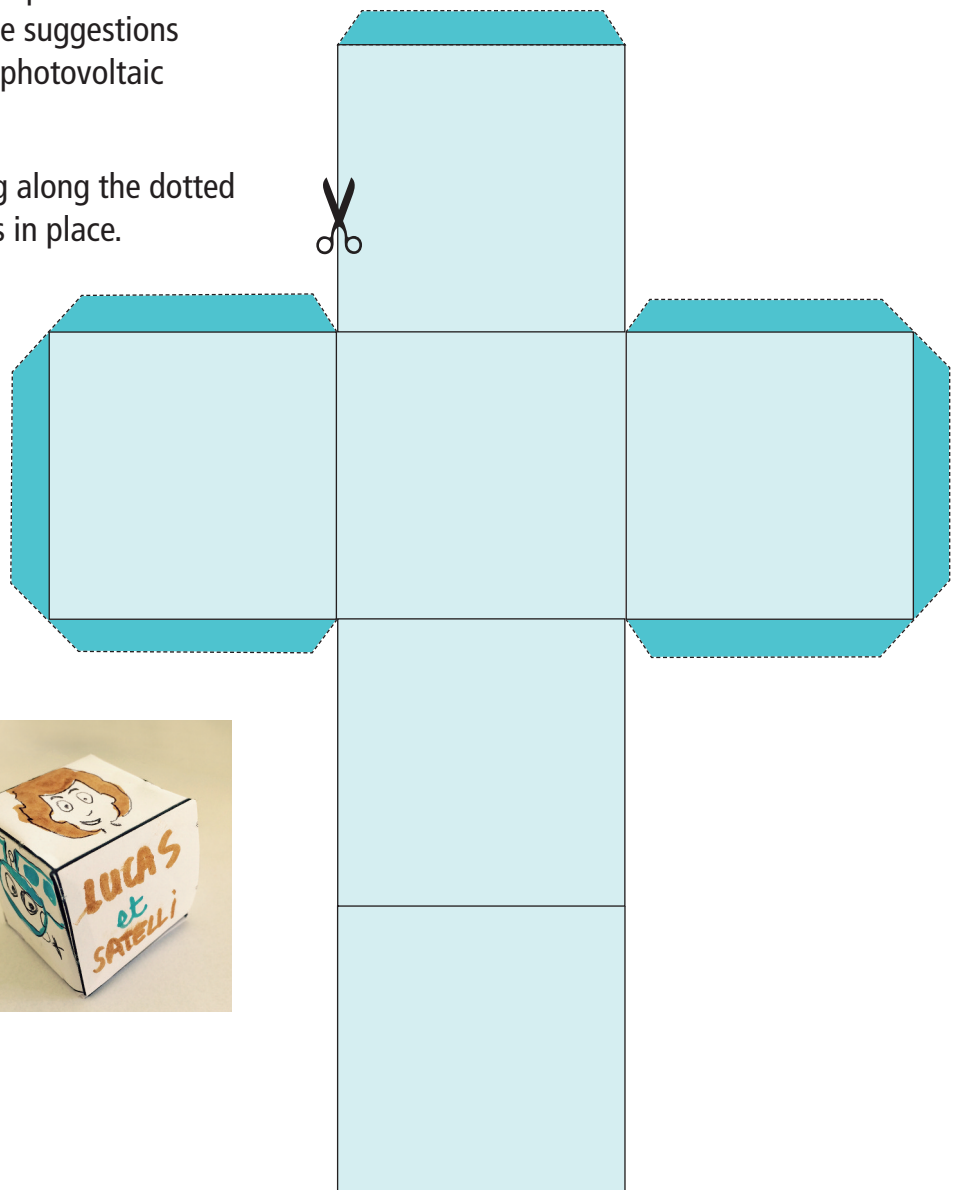




A Few Ideas for Making the Energy Game Counters

1) THE CUBE COUNTER

- Hand out the cube pattern to children or have them trace it on thick white paper as part of a geometry lesson.
- Ask the children to come up with ideas for decorating their cube (see suggestions below: one example is a photovoltaic solar-powered car!)
- Make the cube by folding along the dotted lines and gluing the flaps in place.

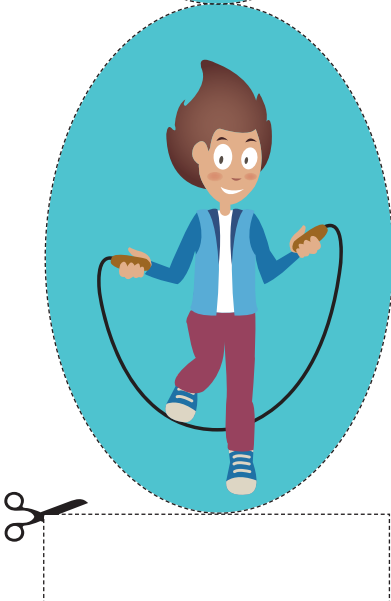
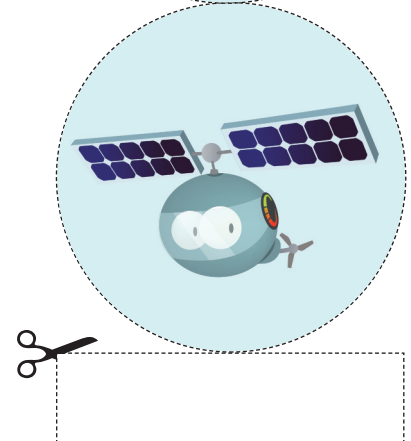
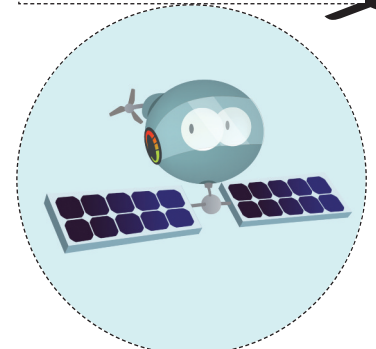
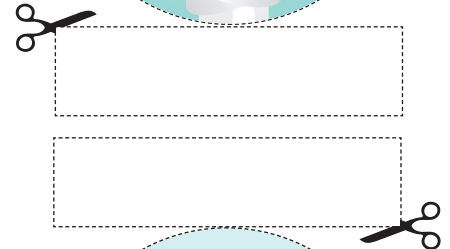
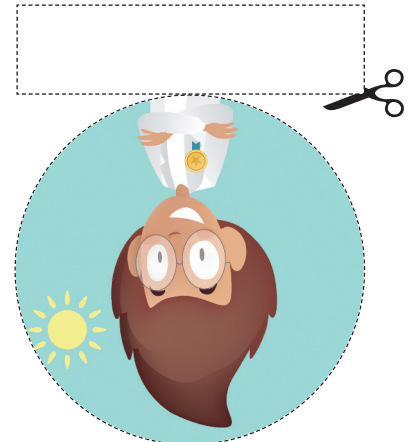




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2) THE LUCAS OR SATELLI COUNTER

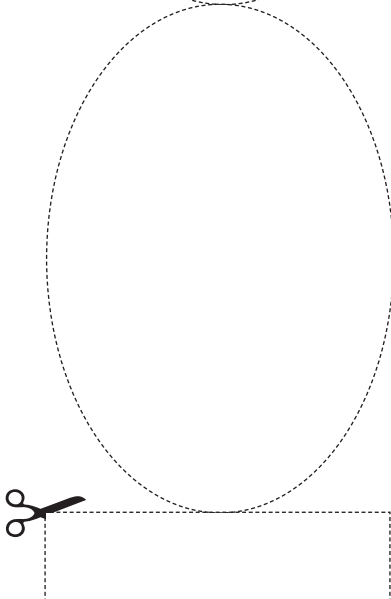
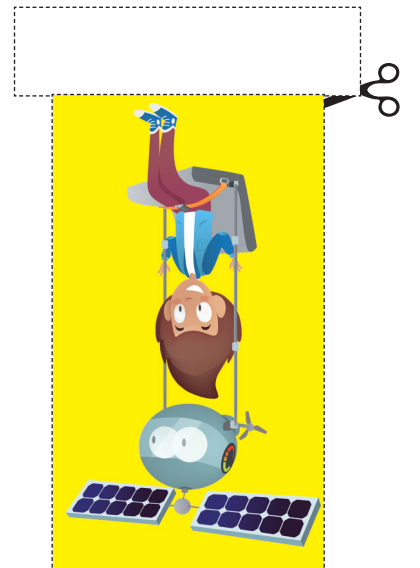
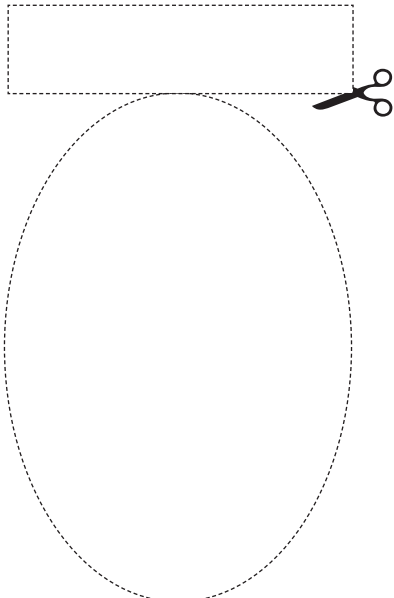
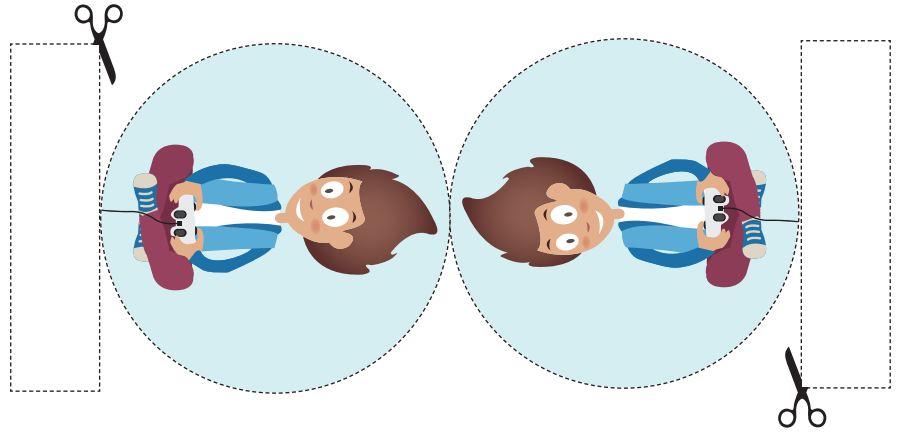
■ Photocopy the cutouts below, in color if possible.





A Few Ideas for Making the Energy Game Counters

- Ask the children to cut out and paste theirs to make the counter.





A Few Ideas for Making the Energy Game Counters

3) CLAY OR CERAMIC COUNTERS

- Using playdough or cold-porcelain air-dry clay as materials.*
- Let the children make any kind of energy game counter they want.

Here are a few ideas:



*Cold-porcelain air-dry clay dries in 24 hours without firing, looks like modeling clay and has a nice feel to it. You can make it yourself using cornstarch and glue that is batch-dyed using poster paint (the recipe is on the Web). Or you can buy it ready to use (WePAM clay) in dozens of colors from your school supply vendors.