**Space Junk Game**

**Objectives, Roles, and Planning**

**Objective:** Collaborate as a team to navigate spaceship around space junk, accumulating as many points possible before reaching the finish. The object is to move the pawn (spaceship) through the space junk field using only your navigators code descriptions.

**Role Definitions:** The following below are descriptions outlining the responsibilities for the various roles required for the Space Junk Game.

* ***Materials Manager***: Provides material for setting up game environment
* ***Time-Keeper***: Tracks the time to complete various challenges in navigating the space junk obstacle course
* ***Scorekeeper/Referee***: Tracks performance of player by awarding points when challenges are met and subtracts points when game rules are violated
* ***Navigator:*** Completes the coding document; gives the player coding directions of how to move the pawn on the coordinate plane.
* ***Player***: Navigates spaceship around space junk material as directed by the navigator; Must abide by rules/constraints of obstacle course

**Game Creation Planning:**

1. The object is to move the pawn (spaceship) through the space junk field using only your navigator’s code descriptions on the coordinate grid.
2. As a team decide which space junk materials you want, how much time each player should get to play (between 1-2 minutes), starting point value, “hit” value, junk collection value, and whether or not you get to refuel.
3. Discuss and write out your game rules.
4. As a group fill out the Space Junk Game Materials List.
5. Once you have your teacher’s approval, gather the materials and begin setting up your game board.
6. Now, each person should make their own navigation plan on their copy of the mini game board.

\*\*NOW: Each person takes a turn being the navigator, the player, the referee/scorekeeper, and timekeeper for game play on the giant game board.\*\*

HAVE FUN!!