










brainSTEM

Instructions

How to begin:

1. Divide the class into teams of two to three players. Up to four teams can play. Each team should choose a player marker.
2. Roll a die to determine which team goes first. The team with the highest roll goes first and the remaining teams follow clockwise.
3. Place each team's marker on START.

Rules:

1. At the beginning of your turn, roll a die and move forward that number of squares. (Follow the numbering system on the game board and begin at #1.) If you land on a letter, draw a card from that category (**S** = Science, **T** = Technology, **E** = Engineering, **M** = Math).
2. Each team must read aloud the instructions on the card so everyone gets a chance to think about the answer, even if it is not their turn.
3. Each question has a time limit () listed on the card. Make sure to assign a time keeper.
4. GENIUS () cards offer special bonuses that can be used only once, at any point during the game. You can use only one GENIUS () card per turn.
5. Some cards are marked as ALL PLAY challenges. Any team that wins or ties an ALL PLAY draws a GENIUS () card.
6. If your team answers a question correctly, you get another turn. If you win an ALL PLAY challenge on your turn, your team gets a GENIUS () card—but you do not get to roll again.
7. For some cards, there are no clear answers. Instead, the winner is chosen by the group. Each person has a voice and all opinions are respected. If no one can agree on a winner, then no one earns a GENIUS () card.
8. For ENGINEERING () “Make It” challenges, a toolkit of supplies is required. Make sure to clean up and put things back in the toolkit when done. Reuse materials whenever you can!
9. A team's turn ends when: they land on a blank square; they shoot up a rocket (); they fall down a meteor (); they answer a question incorrectly; or they pick an ALL PLAY challenge.
10. The first team to reach the final square wins! (An exact roll is not required.)