

# Pedagogical Toolbox

## Printable materials

### SPACE QUEST – Board game

This board game set and the dice that match its theme will allow you to play an adventure through space. Two versions are available depending on how much dark ink you wish to use if you print the board. The plot could be something like this: An alien got lost in space and needs the players' help to find their way back to their home planet. The alien said that the human who'd lead them to their goal the fastest would win a special gift!

Players throw the dice and move across the board accordingly, answering questions, solving riddles, or finding information to keep moving or avoid obstacles, traps and drawbacks. The questions or tasks could be related to space or science, but they could also vary in their themes or be more generally related to human concepts, History or Earth's nature, which justifies why an alien would need a human's help.

In order to make it more challenging, a wrong answer could result in the player having to take a step back or skip their next turn. A suggestion would be to imagine events or challenges when landing on specific boxes, which could mean the player would have to solve a more complex problem, accomplish a task, or compete directly with another player in order not to get stuck on that box for their next turn.

Boxes 11 and 37 would present the obstacles of an asteroid or a black hole that the spaceship would need to dodge; box 21 could mean that the spaceship gets lost in a dense galaxy or asteroid belt for a while, and box 31 could suggest that two aliens wish to invade their ship or attack them or could result in two players teaming up to face a challenge together and move forward in unison with their next throw.

The final reward for the player who reaches box 42 first can be adapted depending on whether the teacher wishes to end the game in a fun or peculiar manner, based on what an alien could think of as a "special gift" that humans may like.

## Space Quest dice

Accompanying the Space Quest board game and similarly themed elements of this toolbox, this set of dice is focused on exploring space.

The first dice may be used to determine the **number** of steps the player should take to progress throughout the board or the number of elements or information they need to provide as an answer to a question or riddle.

The second and third dice can be used to impose an event the player has to face or an action they need to perform. Both display similar elements in different styles and colour schemes. That difference can be exploited by either using only one of the two dice during the game or determining that one dice imposes a positive event and the other a negative event. Such events or actions would be:

- **An asteroid** and **a satellite**: as positive events, these elements may bring an object or hint to help the player. As negative events, they may require the player to answer a tricky question or perform a complex task to avoid a collision.
- **A spaceship** and **a lost individual**: As a positive, these may provide an ally or companion that may help the player progress faster or more efficiently. As a negative, these may make the player face a foe or enemy.
- **A planet** and **a black hole**: As a positive, these may allow the player to gather resources or find a resting spot to calmly perform a task with a longer time limit. As a negative, they may result in the player losing resources or having to take steps back or skip their next turn, hindering their progress.

How to assemble the dice: cut the shape following the purple line, fold the pattern to form the cube and apply glue to the white parts as indicated with the drop symbol in order to hold the shape together.

