Jet’s Solar System Game
Fly through the solar system with Jet in this fun board game.

GET READY

Print out the game board, game cards, and character playing pieces.

Put together the two pages of the game board so that the two halves of the sun line up. Tape the two pages together to create one game board. Use tape to assemble the character playing pieces.

Lay the game board on a flat surface. Place the game cards face down next to the game board.

Optional: Color in the game board using crayons, coloring pencils or markers.

ITEMS NEEDED

- Print outs of the game board, game cards and character playing pieces
- Tape to assemble the game board and character pieces
- Scissors
- Crayons, colored pencils or markers

EXCELSIOR! LET’S HAVE FUN!

Do you want to fly across the solar system with Jet? Choose a character to play as and then be the first to reach the finish line.

1. Each player should choose one character playing piece and put it on the start square.

2. Choose a player to go first. That player will draw one card from the pile of game cards and follow the instructions on the card. For example, if the card says, “Take a tour of the solar system in 30 minutes. Move ahead 3 spaces,” that player should move his or her playing piece ahead 3 spaces on the board. There are a few cards that tell a player to go back a few spaces. If this happens on the first turn, just stay on the start square.

3. After moving, it is the next player’s turn. Once all players have taken one turn, the first player takes another turn. Play continues with players taking turns.

4. The first player to reach the finish line is the winner of the game. You do not need to get an exact number to land on the finish line. For example, if your character is only one space away from the finish line and you draw a card that tells you to move ahead 3 spaces, you can go ahead and move to the finish line and win the game.
Character Game Pieces

ASSEMBLY:

• Print this page.
• Carefully cut out the pieces along the dark blue lines so that you have a long rectangle.
• Fold the pieces on the dotted lines.
• Slightly overlap the bottom two flaps so that you create a triangle shape. Use tape to secure the two flaps together.
• Make sure your character can stand without you holding it up.

page 2 (continued)
Playing Cards


Accidentally grow a huge, runaway, Bortronian plant. Uh oh! Go back 2 spaces.

Have a conversation with Sean’s rover friend Beep. Move ahead 2 spaces.

Learn a new Earth word. Move ahead 1 space.

Forget that you are not supposed to let people know you are from Bortron 7. Go back 2 spaces.

Learn that some planets are named after Roman gods. Move ahead 2 spaces.

Take a trip to the planetarium. Move ahead 3 spaces.

Tell the story of Goldilocks and the Three Bears to explain why Earth is called a Goldilocks planet. Move ahead 2 spaces.

Get space sick. Go back 1 space.

Use the scientific method. Move ahead 4 spaces.

Visit Sean’s mom at her work – the Deep Space Array. Move ahead 1 space.

Continue astronaut training by taking a trip to Neptune. Move ahead 2 spaces.
Playing Cards

Pretend to be the sun in Jet's model of the solar system. Move ahead 3 spaces.

Do a dance with Sunspot. Move ahead 1 space.

Take a class to learn something new. Move ahead 1 space.

Play soccer with Sunspot. Move ahead 1 space.

Play music with Sunspot. Move ahead 1 space.

Be the first to figure out a solution to a problem. Move ahead 3 spaces.

Take a break to eat dinner. Go back 1 space.

Learn how to cook an Earth meal. Move ahead 2 spaces.

Take a trip to Antarctica to write a travel report. Move ahead 1 space.

Drive slowly through the asteroid belt. Go back 1 space.

Write a travel report about the Milky Way. Move ahead 2 spaces.


page 4 (continued)
<table>
<thead>
<tr>
<th>Activity</th>
<th>Move</th>
<th>Activity</th>
<th>Move</th>
<th>Activity</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sing ‘The Take Off Ditty.’</td>
<td>ahead 3</td>
<td>Take a trip to Mars to see that it has two moons!</td>
<td>ahead 2</td>
<td>Re-enact man’s first mission landing on the moon.</td>
<td>ahead 4</td>
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<td></td>
<td>Build a treehouse observatory.</td>
<td>ahead 3</td>
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<td>Use a telescope to look at the night sky.</td>
<td>ahead 2</td>
<td>Build a moon base in Jet’s backyard.</td>
<td>ahead 1</td>
<td>Speed ahead with interstellar overdrive.</td>
<td>ahead 5</td>
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<tr>
<td></td>
<td></td>
<td>Take a tour of the solar system in 30 minutes.</td>
<td>ahead 3</td>
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<td>Take a trip to Saturn to explore its rings.</td>
<td>ahead 1</td>
<td>Calculate that about 1,300,000 Earth’s would fit inside the sun.</td>
<td>ahead 2</td>
<td>Learn that Venus and Neptune rotate clockwise.</td>
<td>ahead 3</td>
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<td>spaces</td>
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<tr>
<td></td>
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<td>Show a commercial for the classic 3-part Bortronian meal.</td>
<td>ahead 1</td>
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</table>
System Game Board

Mercury
Mars
Saturn
Neptune
Sun
Mars
Saturn
Neptune
Mercury
Sun

FINISH