

## Learning goals

- 1) Players learn about the supplies needed to live on the moon.
- 2) Players become aware that creating a livable environment on the moon can be a very complex endeavor.
- 3) Players discover that building a moon base means it is necessary to regularly consult with others and take their interests into account.

## Game content

- 1 print of MOONTOPIA consists of:
  - 2 A4 Rules of the Game
  - 4 A4 with Game Board
  - 1 A4 with Moon Money
  - 2 A4 with 24 Incident Cards
  - 1 A4 with 4 Mission Cards
  - 1 A4 with 4 Construction Cards
  - 1 A4 with Service Module and Moon Rocket Cards
  - 1 A4 with Moon Chambers
- 1 dice
- 4 markers in different colours
- 4 scissors
- scotch tape

## Preparation

Print out Moontopia one-sided.

Use a cutter or scissors to cut the board, money, incident cards, mission cards, construction cards, service modules and moon rocket cards and put them in an envelope. This set enables the game to be played more often. Each time the game is played, only the Moon Chambers need to be reprinted for a new game. If there is the opportunity for it you can also ask the players to cut the cards.

## Reflection on the Game

After the game has been played, the teacher can start a reflection with the group and take the following questions into account; was it easy or difficult to play and why? What are reasons for humans to go to the moon? How can the various space agencies in the International Space Station (ISS) work together?

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