

RENEWABLE ENERGY

SUSTAINABLE ENERGY OPPORTUNITIES

GAME TITLE

KEEP THE LIGHTS ON!

Exploring the natural resources of South Africa



SUBJECT AREA AND LEARNING DOMAIN

Chemistry and Natural Science
Determining the chemical matter that is used for electricity

PLAYER DETAILS

2-6 players can play this game as individuals or if you are feeling collaborative play in teams, players should be 14+

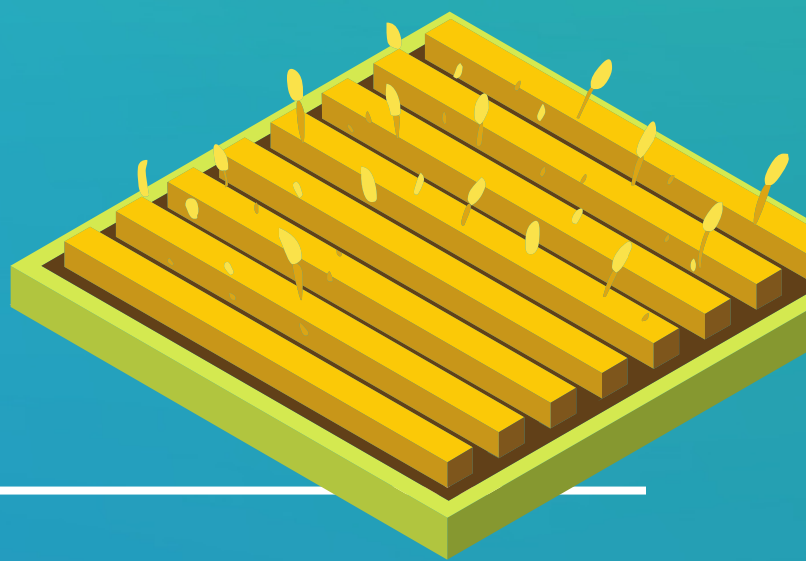


OVERVIEW

South Africa is in a crisis with Stage 5 loadshedding being planned indefinitely. We are running low on coal and need your help to find alternative sources of fuel that can power the entire country. Can you and your teammates cooperate to find a solution?

GAME GOAL

The first team or individual to answer the questions correctly and reaches the last city on their route **WINS!**



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LEARNING OBJECTIVES

After playing the game, players will be able to **identify** and **compare** 14 naturally occurring elements and to choose the correct chemical symbol of each.

After playing the game, players will be able to **choose** the correct use of each element.

After playing the game, players will be able to **recall** what the natural element looks like.

The game includes:

- a board with 6 corresponding routes that match the cards
- 6 different colored cars
- an (optional) timer
- a deck of playing cards with
- 1 notepad and 1 pencil
- 1 die



CONTENT



LET'S SET UP

- Put the matching-colored cars on the routes with the same color.
- Put the deck of cards at the top of the board.



Any team/player can go first, but if desired you can take your chances and roll the die, then the player with the highest number can go first.



HOW TO PLAY:

There are 6 routes on the game board and each route has 10 stops or cities. Each team or player will start at the first city on their route (ex. purple car → purple route).

When a correct answer is given the player will move to the next city in their route.

These questions must be answered: What is the chemical symbol? What does it look like? What is it used for? The team sitting to the left will ask the other team questions or read the card. There is 1 point for one question answered correctly and 2 points for 2 or more questions answered correctly. The player will move once or twice depending on the correct answers given.

TYPES OF CARDS:



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END OF GAME



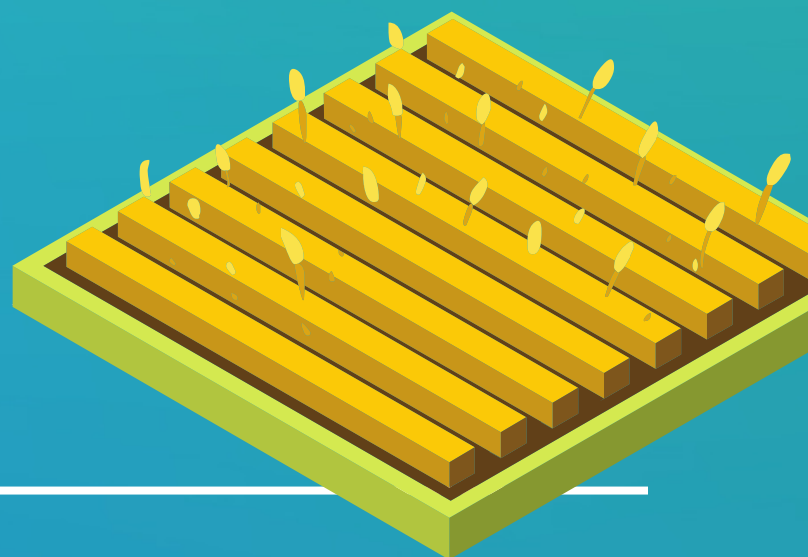
The first player to reach the end of their route (city number 10) wins the game!

STATEMENT ABOUT LUDWIG

My mentor game Ludwig was about exploring the various physical properties of energy in the Earth. I borrowed those concepts but focused more towards chemistry but with the same idea in mind.

CREDITS

Xaviera Shedrick-Owens, creator of Keep the Lights On!
Ludwig, Designing Games for Learning mentor game
The Next Stop, repurposed material- board and pieces



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