

“The Right Stuff” Moon Landing Game



Celebrate the 50th Anniversary of Apollo 11—the spaceflight that put the first people on the Moon—with a board game that is out-of-this-world!

Materials

- Printable Power cards (Rocket, Team and Brain) and character playing piece
- Printable game board
- Scissors
- Tape
- Markers or crayons
- Timer (cell phone, watch or kitchen timer)
- Team Power Supplies



Assemble the Game

1. Print game cards, game board and character playing piece on card stock or paper. Print the game cards double-sided—thicker paper works best. Cut out as directed.
2. Tape together the left (Side 1) and right (Side 2) sides of the game board. Combine Rocket and Team Power cards into one pile and the Brain Power cards into another pile. Put both piles on the table next to the game board.
3. Gather Team Power Supplies (box at right) and place these next to the game board as well.

Play the Game

Objective:

You and your friends team up with Jet to cross the lunar landscape! As one team working together, your mission is to collect as many Brain Power cards as you can while following directions on the Rocket and Team Power cards. There is no rush to finish—moving forward or backward can help boost your brain power.

- a. **Rocket Power cards:** Propel your team forward or backward with triumphs or mishaps. Some cards also test your engineering skills.
- b. **Team Power cards:** Challenge your teamwork skills by inviting your crew to perform the tasks on the cards. Each task uses the Team Power Supplies in a 2-minute challenge, from building a hole for Moonie golf to creating a rocket design! One team member must judge your results: *Great job?* Move to the next Brain Power space. *Pretty good?* Move up one space. *Better luck next time?* Stay put.
- c. **Brain Power cards:** Teach your team about the Apollo 11 facts, artifacts and more. Brain Power cards don't move you on the board, but the more you collect the better off your crew is at the end of the game.

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Team Power Supplies:

- craft sticks
- toilet paper or paper towel roll
- book
- magazine
- aluminum foil
- paper
- pencil
- plastic cup
- “Moonie golf club” (toothbrush or small kitchen utensil)
- “golf ball” (marble, round candy or small rolled up piece of paper)

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How to Play:

Start the game by having one team member draw a card from the stack of Team and Rocket Power cards. Follow the directions and then move along the lunar landscape path, as directed. Place used cards in a discard pile. Take turns drawing cards, shuffling and reusing if more cards are needed. The player who draws the card leads the task and judges the team results. If you land on a Brain Power space, take a card, learn about the artifact and save the card for your team. Once you reach the Moonie golf course at the end of the path, count up your Brain Power cards and celebrate based on your count. *Ready, Jet Go!*

Final Scoring:

- 8-12 Brain Power cards:** *Great job!* Create a Moon-inspired cheer to celebrate your awesome Brain Power!
- 5-7 Brain Power cards:** *Pretty good!* Draw a picture of one of the facts you learned about Apollo 11 and space travel.
- 0-4 Brain Power cards:** *Better luck next time!* Boost your brain power by learning from two more Brain Power cards while upside down, pretending to be in space.

More Ways to Play

- Looking for more competition? Compete as individuals or separate teams to see who arrives at the Moonie golf course first—collecting the most Brain Power cards along the way! Use coins or other small objects as playing pieces.
- Create your own trivia or challenge game using “The Right Stuff” game cards. Test each other on Brain Power facts or challenge each other with tasks from the Team or Rocket cards.
- Use the blank cards to create new facts or challenges that you’ve discovered through *Ready Jet Go!* or your own research.
- Take the Team Power challenges to new heights! Build your own floor version of the Moonie golf course out of recycled and household materials (cardboard boxes, plastic bottles and containers, paper, tubes, etc.) Separate into teams and choose a Moonie golf-specific Team Power card from the pile. You can build multiple golf holes and create an entire course celebrating Apollo 11! For extra fun, try using facts you learned from the Brain Power cards to add details and imagination to your golf creations.

What is “The Right Stuff”?
Early astronauts spoke about needing “The Right Stuff” to get to the Moon and beyond. It consisted of the following three things: a rocket, brain power and teamwork.



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