










# brainSTEM

## Instructions

### How to begin:

1. Divide the class into teams of two to three players. Up to four teams can play. Each team should choose a player marker.
2. Roll a die to determine which team goes first. The team with the highest roll goes first and the remaining teams follow clockwise.
3. Place each team's marker on START.

### Rules:

1. At the beginning of your turn, roll a die and move forward that number of squares. (Follow the numbering system on the game board and begin at #1.) If you land on a letter, draw a card from that category (**S** = Science, **T** = Technology, **E** = Engineering, **M** = Math).
2. Each team must read aloud the instructions on the card so everyone gets a chance to think about the answer, even if it is not their turn.
3. Each question has a time limit (  ) listed on the card. Make sure to assign a time keeper.
4. GENIUS (  ) cards offer special bonuses that can be used only once, at any point during the game. You can use only one GENIUS (  ) card per turn.
5. Some cards are marked as ALL PLAY challenges. Any team that wins or ties an ALL PLAY draws a GENIUS (  ) card.
6. If your team answers a question correctly, you get another turn. If you win an ALL PLAY challenge on your turn, your team gets a GENIUS (  ) card—but you do not get to roll again.
7. For some cards, there are no clear answers. Instead, the winner is chosen by the group. Each person has a voice and all opinions are respected. If no one can agree on a winner, then no one earns a GENIUS (  ) card.
8. For ENGINEERING (  ) “Make It” challenges, a toolkit of supplies is required. Make sure to clean up and put things back in the toolkit when done. Reuse materials whenever you can!
9. A team's turn ends when: they land on a blank square; they shoot up a rocket (  ); they fall down a meteor (  ); they answer a question incorrectly; or they pick an ALL PLAY challenge.
10. The first team to reach the final square wins! (An exact roll is not required.)