

Name: _____


Date: _____





Planet Mechanic Game Worksheet

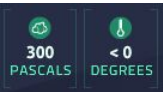




Planet Mechanic is a game about planets and their specific properties. In this game players have the ability to experiment with a planet orbiting a star, and to alter the planet’s core attributes of atmosphere, tilt, rotation, and moon. They will be challenged to create specific planetary conditions to appease the ever-changing whims of a race of aliens living on the planet. The aliens will require alterations in temperature, atmosphere, seasons, day length, tides, and even eclipses to meet certain living conditions from level to level. Through his or her actions, a player will be able to model how a planet’s attributes work together to impact the properties and conditions of that world. (BrainPOP)



Game Play Instructions

- To login follow the instructions provided by the instructor.
- There are 14 levels in this game. To start the game, choose Level 1 and progress through each of the levels in sequence.
- In each level, you will be challenged to create specific planetary conditions to meet the needs of aliens living on the planet. These aliens are referred to as your “client” in this game.
- While in the level, you may check the goals by clicking on the buttons on the upper left corner.
- To learn about the function of the different parameters, you may hover your mouse over them and click on the  icon.

Click on the following icon to access facts from Planet Mechanic’s Handbook	What is the client requesting in this level?	What did you do to meet the client’s request?
Level 1: We’re Sunk 		
Level 2: Too much of a Good Thing 		
Level 3: Hurry up and Wait! 		
Level 4: Sweltering with a chance of snow 		

<p>Level 5: Can I Get a Lift?</p> 		
<p>Level 6: A Bit of Inspired Lunacy</p> 		
<p>Level 7: Solar Matinee</p> 		
<p>Level 8: Mercury Rising</p> 		
<p>Level 9: Attitude Adjustment</p> 		
<p>Level 10: Flip-flopping Flotsam</p>		
<p>Level 11: Earth Envy</p>		
<p>Level 12: Which Hours are Ours?</p>		
<p>Level 13: A Slippery Slope</p>		
<p>Level 14: Practically Perfect</p>		