The objective of this board game is for players to travel to all the planets with the winner being the first to return to Earth. Students are required to use their knowledge of the planets for the game. (JRH)
A Gameboard for the Primary Student
PLANET HOPPING

A Gameboard for the Primary Student

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Duplication of this material for classroom use is encouraged.
Planet Hopping

Object of Game: Travel to all the planets. The first to return to Earth or home wins.

Game Directions:
Spin the wheel and move the game piece the same number of spaces. If you land on a circle, pick a card. If you land on a triangle, hop to the next planet.

Teacher Directions:
Cut out game pieces.
Assemble number wheel.
Note: If you prefer, use the dice and game pieces from another game. Cut out cards. Select cards that are appropriate for your class.

Hitch a ride on a comet, skip two planets
Go to the planet closest to the sun
Go to the planet farthest from the sun
Hitch a ride on a comet, skip two planets
Go to the planet farthest from the sun
Go to the planet farthest from the sun
Go to the planet closest to the sun
Lose a turn
Go to the planet with the most moons

Go to the planet with life

Go to the red planet

Lose a turn

Lose a turn

1. Cut out wheel.
2. Cut out pointer
3. Use a brad to fasten pointer to wheel.
Go to the largest planet

Take another turn

Skip 4 spaces

Go to the next planet

Go to the planet with the most rings

Go back 4 spaces

Go to the planet closest to the sun

Skip 4 spaces

Go to the next planet
Go to the planet closest to the sun

Go to the planet farthest from the sun

Go to the planet with the most rings

Go to the largest planet

Go to the next planet

Lose a turn

Take another turn

Take another turn

Go back 4 spaces

Go back 4 spaces

Skip 4 spaces

Skip 4 spaces

Hitch a ride on a comet, skip two planets
Go to the planet closest to the sun

Go to the planet farthest from the sun

Go to the planet with the most rings

Go back 4 spaces

Go to the largest planet

Skip 4 spaces

Go to the next planet

Hitch a ride on a comet, skip two planets

Lose a turn

Take another turn

Go to the planet with the most rings

Go back 4 spaces

Skip 4 spaces

Hitch a ride on a comet, skip two planets
Planet Hopping

Slow, asteroid belt

Lose a turn

Jupiter

Saturn
NOTICE

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