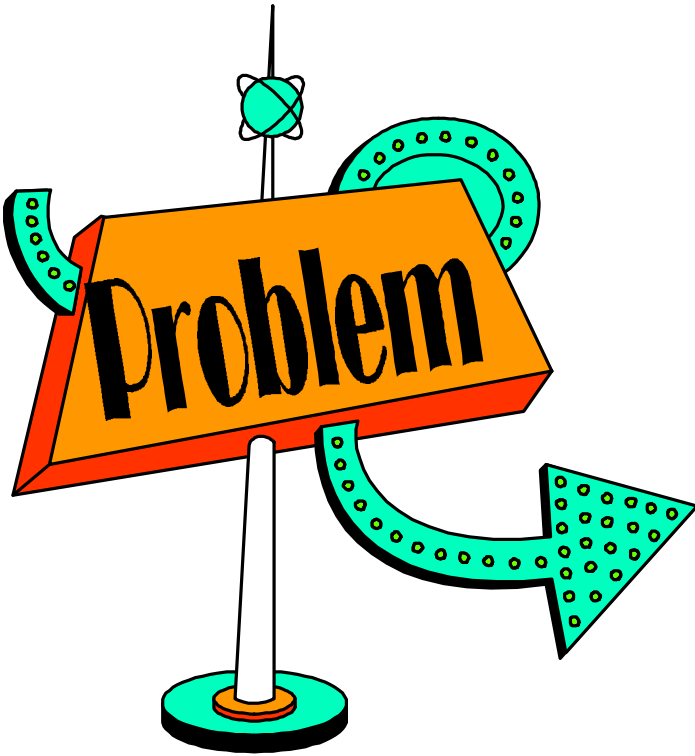


Space Exploration
Days 1 and 2



In the year 2017, the World Space Organization is planning to have manned space flights to Mars. First, a colony must be built on the moon as an outpost.



Your team must build a moon colony using the Sim City computer program. Follow all directions on these design brief cards carefully so you do not forget an important part of the colony!



Students will use creativity and problem solving to design a moon colony using a computer simulation. Students will learn to manage time and resources.



1 computer with the program Sim City Moon Colony loaded (1 per group)

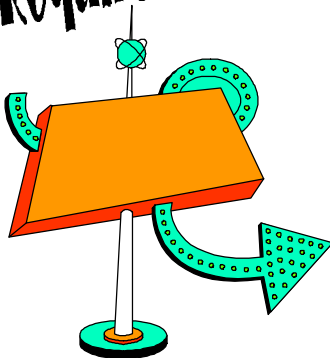
Sim City code sheet (1 per group)

Your grade will be based on the following performance:

Follow these directions to start Sim City:

1. Choose "Sim City" from the computer menu.
2. When the program starts, go to "Select Scenerio".
3. Select "Moon Colony".
4. Enter the code from the code sheet.
5. Use the mouse to point to the objects on the left side of the screen. These are the different items you can build. As you point to them, click the mouse so you can see their name and price at the bottom of the screen.
6. You must build the biggest town that you can in two class periods. HAVE FUN!

Requirements



- A = receives status of "City" in 1 class period
- B = receives status of "City" in 2 class periods
- C = receives status of "Town" in 1 class period
- D = receives status of "Town" in 2 class periods
- F = no colony presented