

**OVERVIEW**  
**BOARD GAMES IN THE CLASSROOM**  
Science Content Area



**ASTRONOMY  
FLUXX**

Age: 8+

5 to 30 minutes

2 to 6 Players

**LOONEY LABS**  
Andrew Looney

**OBJECTIVE:** *Players play cards that will change the rules of the game. The cards will have to do with actions, new rules, goals and keeper cards. The game continues until someone meets the condition of the current goal.*

**VOCABULARY USED**

*Asteroid belt, Asteroid, Comet, Charon, Earth, Galaxy, Gas Giants, Ice Giants, Inner Planets, Jupiter, Jupiter Belt, Nebula, Neptune, Meteor, Milky Way, Mars, Mercury, Moon, Outer Planets, Pluto, Saturn, Spacecraft, Sun, Uranus, Venus*

**COMMON CORE SCIENCE STANDARDS**

*Space Systems Unit: Developing and using models, obtaining, evaluating, and communicating information, the universe and its stars, Earth and the solar system, and energy and matter*

**MYP/DP, 21<sup>st</sup> CENTURY SKILLS**

*MYP: Knowing and Understanding, Change, Relationships, Systems, Models, Function, Interactions, Patterns  
21<sup>st</sup> Century: Collaboration, Knowledge Construction, and Self-Regulation*

**NGSS: SEP:** *Developing and using models, obtaining, evaluating, and communicating information, science models, laws, mechanisms, and theories explain natural phenomena* **CCC:** *Scale, Proportion, and Quantity, Energy and Matter, Scientific Knowledge Assumes an Order and Consistency in Natural Systems* **DCI:** *ESS1.A: The universe and its stars, ESS1.B: Earth and the solar system, PS3.D: energy in chemical processes and everyday life*

