

4.7.C – Protractor - Save the Planet

Materials:

- 2 10-sided dice
- Protractor
- Dry erase markers/erasers

To Play:

Monsters from outer space are invading Earth! To save the planet you must capture as many monsters as you can! To capture a monster, you must first stun him/her with your stun ray.

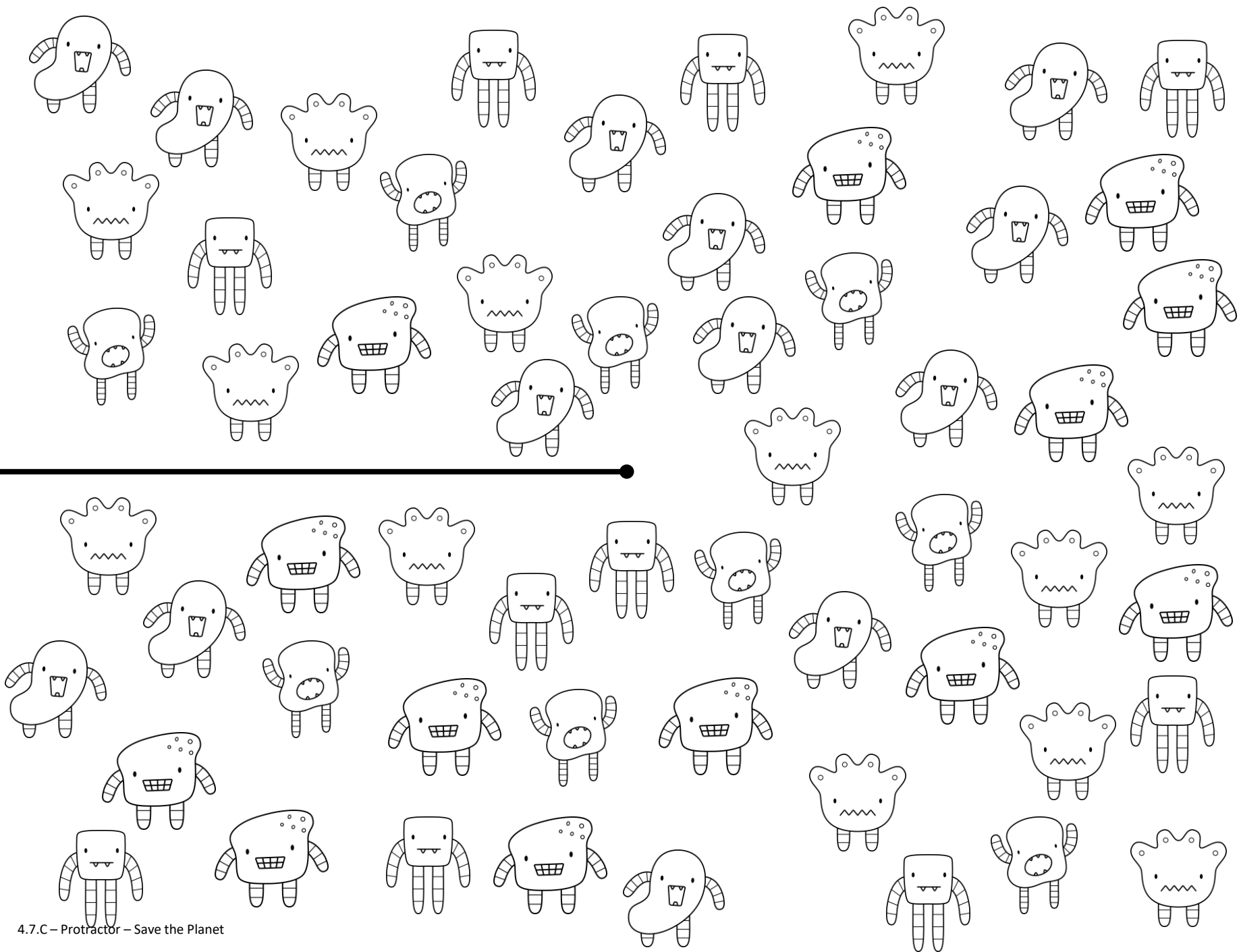
Player 1 rolls both dice and makes a 2-digit number. This determines the number of degrees for the angle of the stun ray. Using the protractor, they draw an angle the indicated number of degrees from the starting ray. Any monsters touched by the stun ray are considered stunned and captured.

Continue taking turns until everyone has had 5 turns. With each new turn, the players used the last ray drawn as the starting ray.

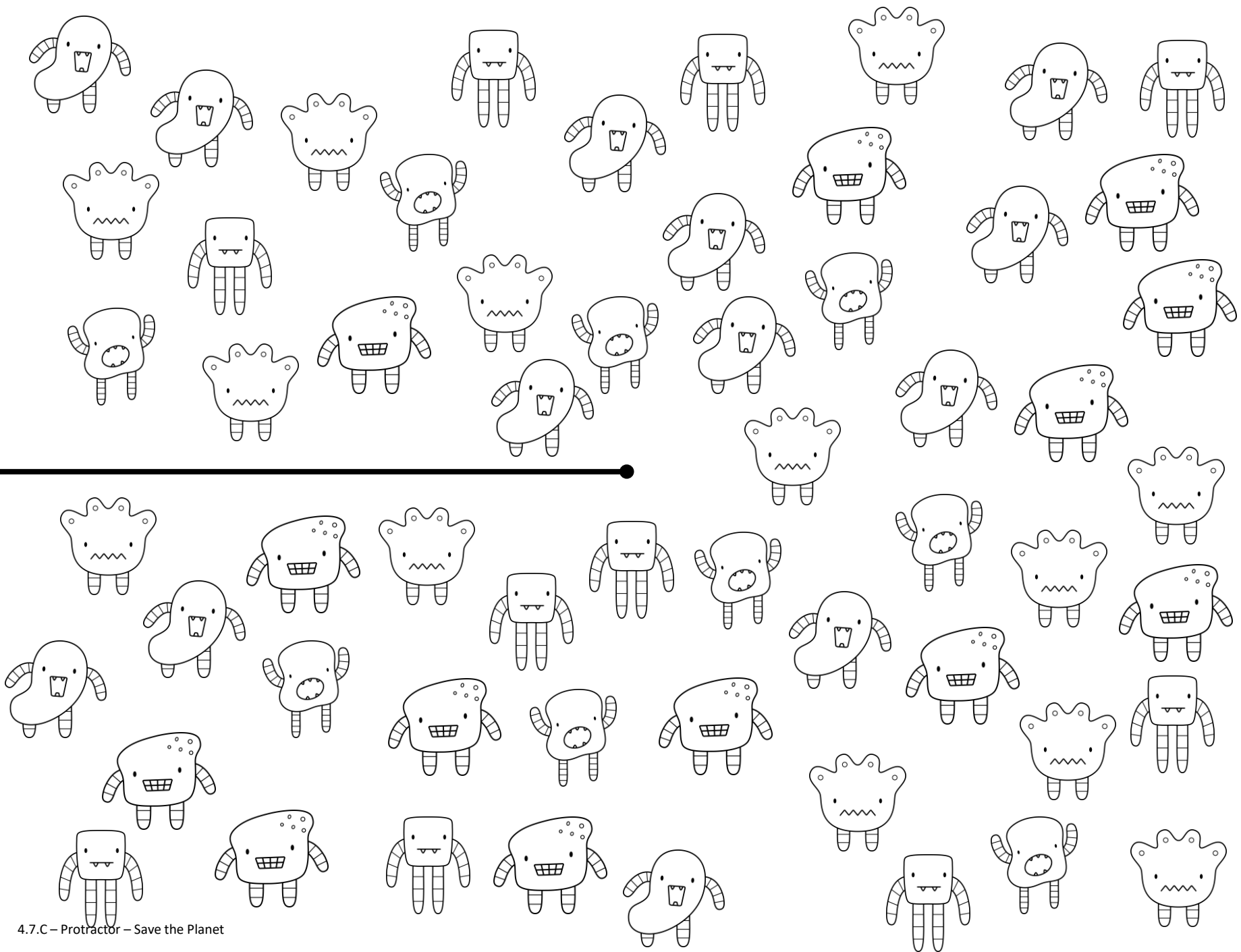
To win:

The player who scores the most points at the end of five rounds wins.

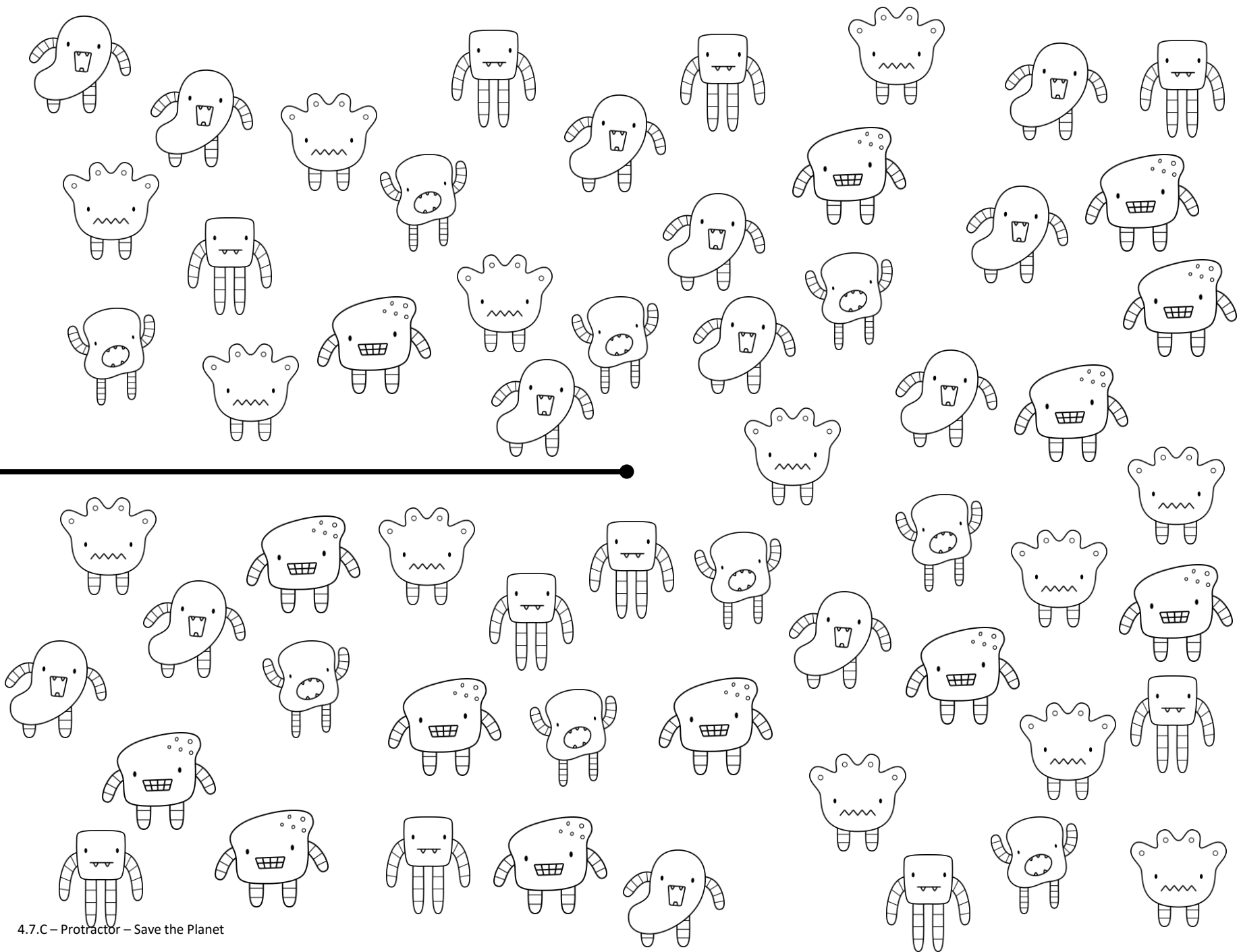
Printing: Landscape, Black & White, one-sided, laminate for dry erase



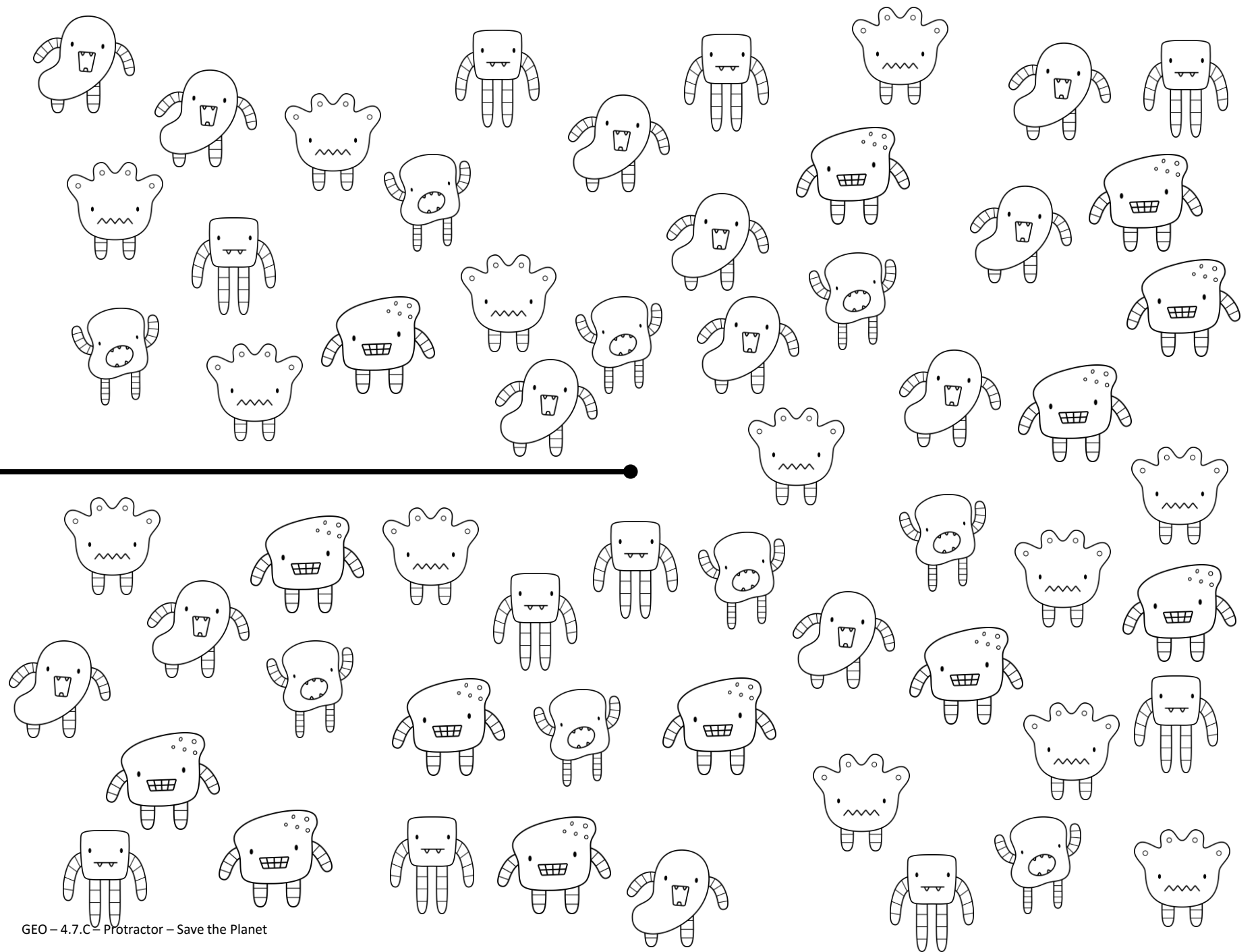
	Round 1	Round 2	Round 3	Round 4	Round 5	
 <p>1 point</p>						
 <p>1 point</p>						
 <p>2 points</p>						
 <p>2 points</p>						
 <p>3 points</p>						
4.7.C – Protractor – Save the Planet						Total



	Round 1	Round 2	Round 3	Round 4	Round 5	
 <p>1 point</p>						
 <p>1 point</p>						
 <p>2 points</p>						
 <p>2 points</p>						
 <p>3 points</p>						
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 <p>2 points</p>						
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