

RAIL RUSH! WORKSHEET

Rail Rush! Board Game

Rail Rush! is a turn based rail-building game. To play the game, each player competes to build the best rail network.

How will you build the most sustainable service for people and the environment?

Each player will need:

6 x station discs

15 x track lozenges

1 x scorecard (see next page)

How to set up:

Separate the card deck into community, service, environment and construction decks. The rule cards should be distributed and hidden in each of these decks. Place each deck face down on its marked position. Each player chooses one coloured set of counters. The youngest player goes first.

Playing the game:

- Each player starts the game by placing their two starting stations anywhere on the board, along with two lengths of track. Starting stations may be built anywhere there is a station circle. These stations are the start of your lines. Tracks and additional stations must join to one of these starting stations.
- For each turn, players choose to take the number of cards from the decks equalling their number of stations (e.g. a player with two stations may take two cards per turn). Players can take any combination of cards from the community, service, environment or construction decks. There are points to be gained on these cards.
- Each player must read their cards out to the team, state and record any points that they have earned, or build track or stations if their cards instruct them to.

How to win:

- The game ends when the first player has used all their track. At the end of the game, the player with the most points wins the game.
- Your points score is a combination of your community, service and environment points, as well as the points you have earned for building track and any bonus points available.

How to get bonus points:

- Bonus points can be won by following the instructions on the rule cards, which appear at random in the other decks. These will change the rules of the game, and are placed on one of the three rule card positions on the board. The player who picks a fourth rule card must replace one of the rule cards already in play.



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Rail Rush! Scorecard

Use this grid to keep track of your score. You can earn a maximum of 5 service, community, or environment points. You may build up to 15 tracks, worth one point each. You do not receive any points for stations.

Rail Rush! Scorecard					
	1	2	3	4	5
Service					
Community					
Environment					
Number of tracks					
Number of tracks					
Number of tracks					
Score = /30					
Bonus =					
Total =					

Reflection

What have you learned in today's activity? How has your attitude to what a STEM career is and the opportunities available changed? How has your attitude to your own *STEMPowers* changed?

Evaluation

Re-evaluate your own *STEMPowers* on the grid below. Then, answer the questions below.

<i>STEMPower</i>	Low							High
Creativity								
Teamwork								
Communication								
Problem solving								
Investigation								
Determination								
Respect								

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a) Which of your *STEMPowers* did you improve most in this session? Explain how.

b) Which of your *STEMPowers* did you find most important in this session?

c) Are you more or less likely to consider a STEM career in the future? Tick a box.

☐ Not at all☐ Much less likely☐ Less likely☐ Neither more
nor less likely☐ More likely☐ Much more likely☐ Certain