



Chain-Reaction Contraption Game

Museum of Science, Boston
starwars.mos.org

Chain-Reaction Contraption Game

Use as many components as you can to create an imaginary Chain-Reaction contraption. In a Chain Reaction Contraption, one action triggers another action, which triggers another action in sequence, and so on and so on. Be creative and goofy. Play by yourself or with friends, family, or classmates.

Materials

Action cards (pictures of everyday objects)
Challenge cards (inventions to create) Materials

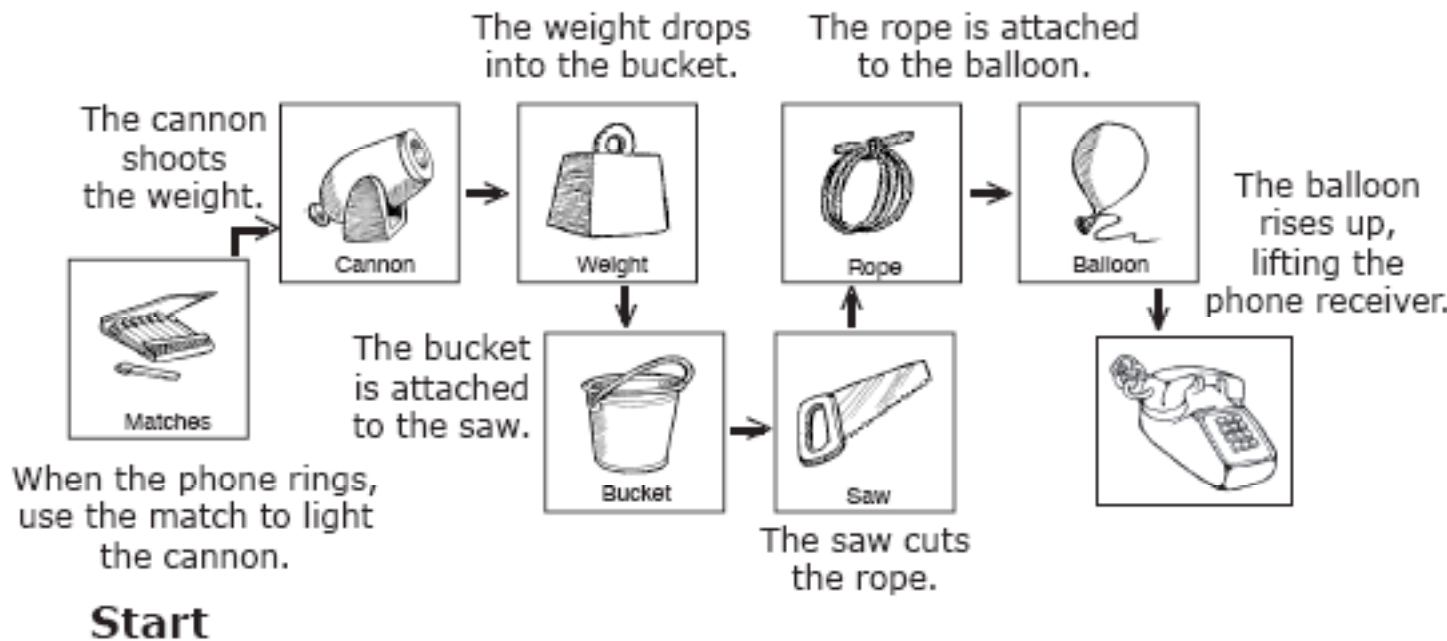
Getting Started

- Print out the action cards (ball, bell, slide, trampoline, etc.) and challenge cards (turn on the radio, wake the cat, sweep the floor, etc.).
- Cut out the cards.

Play

- Shuffle the action cards and place them face down in a pile.
- Pick the top challenge card.
- Pick ten action cards.
- Using only the objects on the cards, arrange the cards in a sequence to create your Chain-Reaction Contraption. Use as many of your cards as you can.

A sample Chain-Reaction Contraption to answer the phone





Ball



Ant



Alarm clock



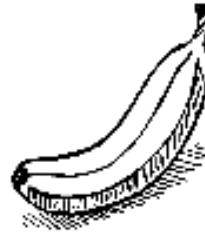
Bowling pin



Bucket



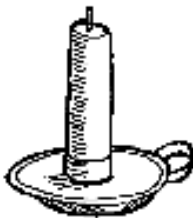
Bellows



Banana



Balloon



Candle



Cannon



Car



Drum



Fan



Flashlight



Glass of water



Horn



Hose



Marbles



Matches



Oil can



Paddle



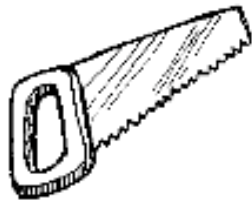
Pin



Pump



Rope



Saw



Scissors



See saw



Spring



Step ladder



Straw



Tea kettle



Trampoline



Tree



Umbrella



Weight

Close the window
(if it's raining).

Turn on the radio.

Turn the pages
of a book.

Lift a friend
over the fence.

Make your bed.

Open the door.

Pour milk into
your cereal bowl.

Put a stamp
on an envelope.

Sound an alarm
when someone comes
in your room.

Sweep the floor.

Imagine your own
Chain-Reaction
Contraption Challenge.

Wake the cat.

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