

# Fantastic Phase Change Game

## Instructions

1. Students will first draw one thermometer at random from the deck.
2. Now students must find the appropriate Graph Path based on the melting and boiling point on their thermometer. (Students who have a high melting and boiling point should use the blue Graph Path because it will boil at the highest temperatures, and so on.)
3. Now, students will take note of the Melting Point (M.P.) and Boiling Point (B.P.) on the thermometer.
4. Student one will roll the dice and color in the thermometer to match the total number on the dice (this is called 'collecting Temperature Points'). Then student will advance one square on the board.
5. When the student has reached the M.P. of their substance (or B.P. depending on what stage of the game they are in) they must stop collecting Temperature Points and instead answer a Phase Change card correctly in order to advance through the colored phase change squares on the board.
  - a. If a student reaches their M.P. or B.P. before they have reached the phase change squares, they may jump ahead.
  - b. If a student reaches the phase change squares before they have collected the appropriate number of M.P. or B.P. Temperature Points, they may color in the thermometer to the appropriate point (M.P. or B.P.).
6. When students have answered enough Phase Change cards to advance to the next set of white squares they may begin collecting Temperature Points again, advancing one square for each role.
7. The following phases and phase changes should be played the same way until one player finishes.