BC SRC 2020: Explore Our Universe!

Program (Ages 9-12), Theme 4: Sun, Moon, and Stars – Planets, moons, and other celestial objects

Prepared by: Mikaela Martens and Julia Peck, FVRL

Program: LARP of Life on Mars (Live Action Role Play)

Length: 60 mins (can go longer if needed)

Materials Needed:
- Non fiction books on Space, and Mars for referencing
- Small craft pom poms
- White foam building blocks
- Marbles
- Empty recycled water bottles
- Cut up pool noodles
- Glow sticks
- Masking tape
- Paper
- Pens
- Containers or baggies
- Dice

Max Attendance: Depending on Room size and supply budget but on average: 20 – 30 participants.

Program Notes:
- This program can be drawn out over several sessions or it can be condensed to 1 hour.
- The main idea is to have the tweens in groups and to give each group a scenario to solve as if they were a new colony on Mars. This will involve some realism, some fantasy and a lot of fun.
- Make sure to monitor the interactions within teams to make sure everyone is getting a chance to contribute.

Program Preparation:

1. Divide the room you are using into 6 sections using masking tape. The sixth section should be in the center of the room and it will be the “World Market”. The other five space are used for groups to build their colonies. You may need more or less sections depending on your attendance.

2. Each team will need some pens and paper, a non-fiction book on Mars, and a small container or baggie with some craft pompoms (this will act as a medical kit).

3. The rest of the supplies can be set up in the “World Market” area, as these are supplies they will need to build their colonies.
Program Execution:

1. When kids arrive they should be put into teams of 3. Each team has 3 official positions but you can always create more. These are the 3 main positions:
   
a. **Medic**: this is the only player who is allowed to access to the medicine kits to heal sick players. One pom pom will cure a player of a sickness. If a player runs out, the player will work with the merchant to try to barter with other colonies for additional medicine or buy some more supplies from the World Market.
   b. **Librarian**: the librarian is the information seeker and the only player who can consult books for help. They were responsible for coming up with ways to handle the disaster situations.
   
c. **Merchant**: was the only player who can trade or use money at the World Market.

2. Each tween can also choose their own character name and a bit about themselves. If they create a unique character trait every action they do has to be in character. (10 mins)

3. Then the groups can begin building their colonies. Teams should discuss what kind of supplies they would need. You can either roll dice or draw numbers to see what order the teams get to choose their supplies. The team leader is the only one that is allowed to get supplies and the limit for each team is 20 items.

4. As the groups are deciding what to get you can ask them questions to get them thinking about what they would need to life on Mars. Some questions that you can use are: How are you going to get air? Where will you go to the bathroom? How will you get water and ensure that it is safe to drink? To help answer these questions, the team member with the job title of librarian is allowed to look at nonfiction books on Mars to try and assist in the building of the colony. (20-30 mins)

5. Once the groups have established their colonies you can begin giving each group a scenario for them to act out. You can give all the groups the same one to see the different solutions or give different scenarios to different teams. Attached is a link to the library that first did an extended version of this program. In their write up is a PDF of some LARP situation cards. Some of the situations include things such as: a dust storm, a solar flare, and meteor shower.

Links: [LARP Mars Tween Program](https://www.alsc.ala.org/blog/2017/08/larp-mars-tween-program/) (There is a link to printable situational cards in the description)