THE PERIODIC TABLE GAME



Age level: Grades 4 and up Time to assemble: 10 minutes Time to play: at least 30 minutes

<u>Science topics covered</u>: The basic layout of the Periodic Table (atomic numbers), familiarity with the names and symbols of the elements, the most common valence number of each element (restricted to just one number-- the one that best shows the mathematical patterns of the Table), and which elements are radioactive.

<u>You will need:</u> copies of the four pattern pages, assembled to make the Periodic Table, coins (at least 5 pennies, 5 nickels, 5 dimes, and 1 quarter per player), a tuna can or small plastic container of similar size, a pair of standard dice, some tokens, one per players (they don't have to be real game tokens- you can use anything), some black paper squares the size of one space on the game board (two rectangles per player)

You may also want to make copies of the list of names and places (page 3 of this PDF) for the students to study before the game starts. Once the game starts, no peeking at the list!

About the game board:

The number in the upper right hand corner of each square is the valence number. It is the number of electrons the element would like to receive or give away. Many elements (especially in the middle of the table) have more than one valence number. We have chosen just to list the highest valence for each element. It simplifies the game considerably and makes the mathematical pattern of the table more obvious. However, you may want to make your players aware that in reality many of the elements can have more than one valence number. In this game, the elements in each column end up displaying the same valence, which is a basic concept in learning to understand the Periodic Table. The word "periodic" means it has repeating patterns, and the valencies are one of these patterns. Notice that the last five elements do not have a valence number listed. These elements only exist for a fraction of a second and therefore their valence cannot be determined.

The large letters in each box are the letter symbols for each element. Underneath the letter symbol is the name of the element.

Most elements are solids at room temperature. Notice that the elements that are liquids at room temperature are marked with a liquid drop, and those that are gases at room temperature are marked with a gas cloud.

There is a strange break at two places in the Periodic Table. One is after Lanthanum and one is after Actinium. These extra sections are listed at the bottom of the table simply because inserting them in the middle of the table would make the table too wide to fit comfortably on a page. There's no scientific reason for putting them at the bottom-- it's simply a graphics decision.

The black and white version of the game is the same as the color version (except for the color, of course). The colored sectoins correspond to the "families" on the table: alkali metals (orange), alkali earth metals (green), transition metals (purple), true metals (dark blue), semi-metals (light blue), non-metals (red), and noble gases (yellow).

How to play:

Before starting the game, players get a chance to study the information page that lists elements named after people and places. You might want to make additional photocopies of it. Once the game starts, no peeking except to check answers.

- 1) Put all the coins in the can and place it on the circle marked BANK. Put the players' tokens on START. Give each player 5 pennies to begin with.
- 2) Players take turns moving the number of spaces they roll on the die. Two players can both be on the same space.
- 3) When a player lands on a space, he looks at the valence number, which is in the upper right corner. If it is a positive number, he takes that many pennies from the bank. If the number is negative, he loses that many pennies and must put them into the bank.
- 4) Certain elements have special features:

GASEOUS ELEMENTS (indicated by a cloud shape): extra roll

LIQUID ELEMENTS (indicated by a droplet shape): extra roll

<u>PRECIOUS METAL</u>: bonus of three pennies (Precious metals include silver, gold, platinum. You may add others to your list if you want to, as long as everyone agrees.)

RADIOACTIVE ELEMENTS: The radioactive elements have little "shine" lines around their letter symbols. The player must place a black shield on the space before and the space after that space, to keep other players "safe." No one can land on black space. If other players come past while the shields are in place, they simply hop over all three spaces (the two with the black shields and the one in the middle that has a token sitting on it) and keep going with their turn. Those three spaces do not count at all (they do not use up three hops). Just ignore those three spaces as if they were not there. When it is the radioactive player's turn again, he removes the black shields and simply proceeds with his turn.

<u>ELEMENT NAMED AFTER A PERSON OR PLACE</u>: If a player lands on an element that he thinks was named after a person or a place, he may take a one-penny bonus if he can name that person or place. If he is wrong, he does not get the bonus, but there is no penalty for quessing.

<u>LANTHANUM</u> and <u>ACTINIUM</u>: If a player's final hop of his turn lands him on either lanthanum or actinium, then on his next turn he must proceed to the appropriate series, either lanthanide or actinide. (If a player passes lanthanum or actinium in the middle of his hops, he may keep right on going and skip the series.) After a player does the series at the bottom, he jumps back to the main board, onto the appropriate space, either halfnium or rutherfordium.

- 5) At any time during the game a player may "make change," trading in pennies for nickels or dimes. The bank needs to have a good supply of pennies all the time, so when that supply gets low, players must make change to restock the bank.
- 6) You do not have to land on FINISH with an exact roll. When all players have reached FINISH, the game is over. The players then count their money and the player with the most money wins.

ELEMENTS NAMED AFTER PLACES:

Americium: America Berkelium: Berkeley, CA Californium: California Cerium: the asteroid Ceres

Erbium: Swedish town of Ytterby

Europium: Europe Francium: France

Gallium: France (Gall was the ancient name for France)

Germanium: Germany

Hafnium: Hafnia is Latin for Copenhagen, Denmark

Holmium: Stockholm, Sweden Neptunium: the planet Neptune Palladium: the asteroid Pallas

Plutonium: the until-recently-a-planet Pluto

Polonium: Poland

Rhenium: the Rhine area of Germany

Ruthenium: the province of Ruthenia in the Czech Republic

Scandium: Scandinavia

Strontium: Scottish town of Strontian

Tellurium: the planet Earth (the Greek word is Tellus)

Terbium: the Swedish town of Ytterby

Thulium: Scandinavia (the ancient name for Scandinavia was Thule)

Uranium: the planet Uranus

Ytterbium: the Swedish town of Ytterby

Yttrium: again, for the fourth time, the Swedish town of Ytterby!

ELEMENTS NAMED AFTER PEOPLE:

Curium: Marie and Pierre Curie, discoverers of radium and polonium

Einsteinium: Albert Einstein

Fermium: Enrico Fermi, a physicist during the World War II era

Gadolinium: Johan Gadolin, a Finnish chemist

Gallium: Lecoq de Boisbaudran, a 19th century chemist (Gallus is Latin for "cock")

Lawrencium: Ernest O. Lawrence, a 20th century physicist

Mendelevium: Dmitri Mendeleyev, inventor of the Periodic Table

Meitnerium: LIse Meitner, a 20th century physicist

Mercury: Mercury, mythological Roman god

Niobium: Niobe, the daughter of mythological Greek god Tantalus

Nobelium: Alfred Nobel, inventor of dynamite, and namesake of the Nobel Prize

Niels-Bohrium: Niels Bohr, a 20th century chemist and physicist

Promethium: Prometheus, mythological Greek god who gave fire to mankind

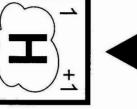
Seaborgium: Glenn Seaborg, a 20th century chemist and physicist

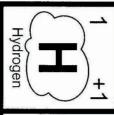
Tantalum: Tantalus, mythological Greek god

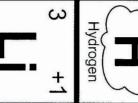
Tin: Tinia, mythological Etruscan god ("Sn" comes from its Latin name, stannum)

Thorium: Thor, mythological Norse god of thunder Vanadium: Vanadis, mythological Scandinavian goddess

Star







4

†2

Be

Beryllium

Lithium

12

Za

Magnesium

Sodium

19

Scandium

Potassium

38

2

39 *3

Rubidium

Strontium

Yttrium

Zirconium

Niobium

Molybdenum

Technetium

Ruthenium

Rhodium

+4 41

+5 42

†6

43 , , , +7

44

+3

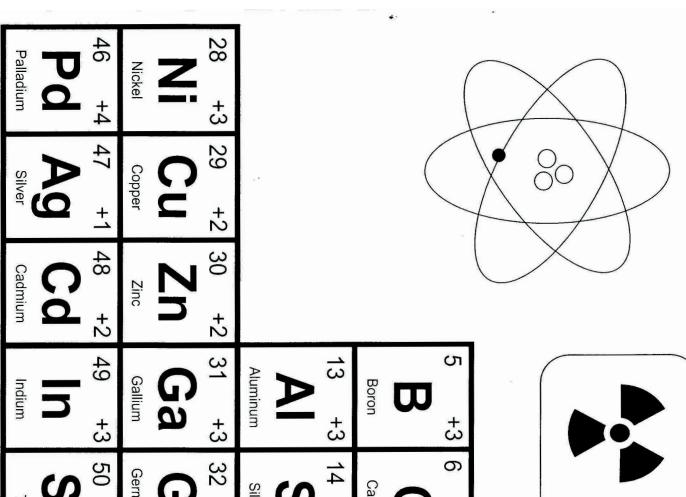
+3

Liquid or Gas at Room Temperature > Roll Again

Radioactive > Put up Shields on Either Side

Named After Person or Place > 3 Extra Pennies if You Name It!

tassium	ス	+
Calcium	Ca	20
3	A	+2 21
Scandium	Sc	21
lium	n	+3 22
Titanium	_	22
nium	_:	+4
Vanadium		23
dium		+5 24
Chromium	C	24
nium	7	+6
Manga	3	25
anese	7	+7
Iron	П	26
'n	O	+3
Coba	S	27
balt	0	+3



Carbon

Nitrogen

Oxygen

Fluorine

Neon

+4

9

10

+4

15

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16

2

 $\frac{1}{8}$

Germanium

Arsenic

Selenium

Bromine

Krypton

+4 51

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52

2

53

54

Antimony

Tellurium

lodine

Xenon

P

Ge

S

0

J

Silicon

Phosphorus

Sulfur

Chlorine

Argon

+4

33

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2

35

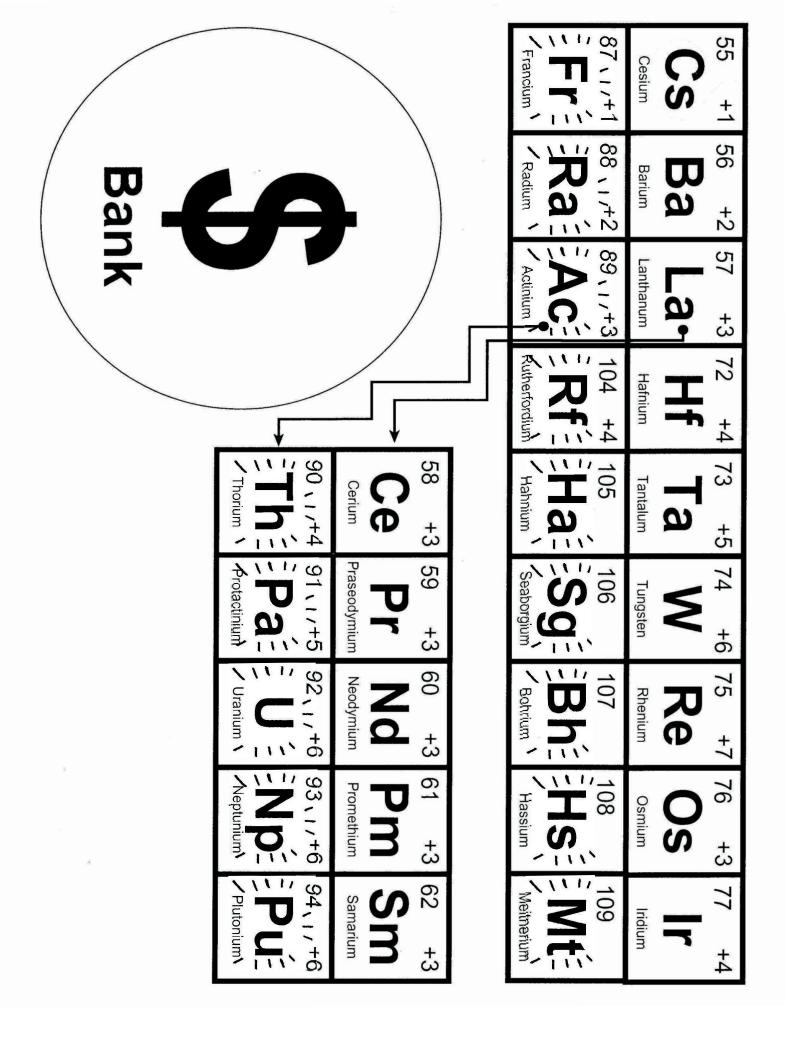
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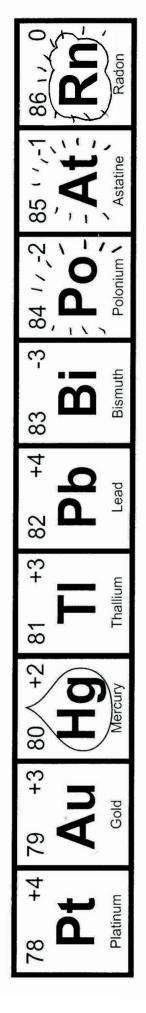
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Shields Radioactive







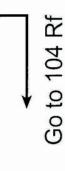




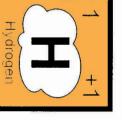
This top row is call the Lanthanide Series because it follows Lanthanum

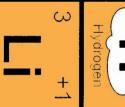
					The state of the s			
63 +3	+3 64 +3	+3 65 +3	+3 66 +3	+3 67 +3	+3 68 +3	+3 69 +3	+3 70 +3 71	71 +3
Eu	<u>G</u> d	Q L	2	운	Ē	Tm	Yb	Γn
Europium	Gadolinium	Terbium	Dysprosium	Holmium	Erbium	Thulium	Ytterbium	Lutetium
921176	76 96, 1, 74	971176	98, 11, +4	991/+3 100	1,+3	101/43	101/13 102/13 103	103 /+3
Amt		BK	<u> </u>	ДS.	FM		NO	1.7
/ Americium	Curium 1	Berkelium \	Californium	Einsteinium	/ Fermium	Mendelevium	Nobelium	Lawrencium

This bottom row is call the Actinide Series because it follows Actinium



Start





	ω
<u>L</u> .	
	+

Be

Beryllium

Magnesium

Na

Sodium

19

Potass

Rubidium

Strontium

Yttrium

Zirconium

Niobium

Molybdenum

Technetium

Ruthenium

Rhodium

Liquid or Gas at Room Temperature > Roll Again

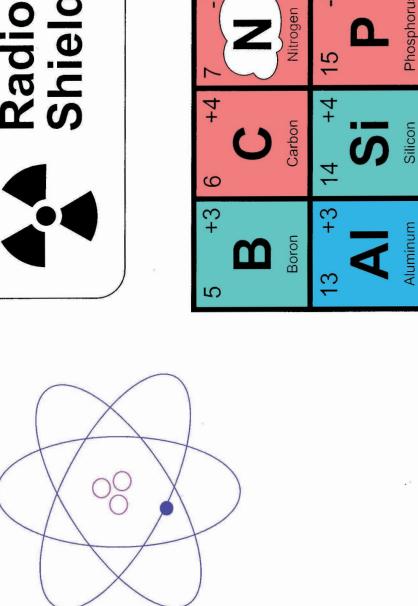
Radioactive > Put up Shields on Either Side

Named After Person or Place > 3 Extra Pennies if You Name It!

<u> </u>	+1 38	sium		+1 20
S	38	Calcium	Ca	20
<u> </u>	+2 39	um	<u>a</u>	+2 21
_	39	Scandium	Sc	21
	+3 40	dium	n	+3 22
N	40	Titanium	4	22
<u>'</u>	+4 41	nium	:	+4 23
Z	11	Vana		23
5	+5	Vanadium		+5
3	+5 42	Chromium	<u>ဂ</u>	+5 24
<u></u>	+6	nium	7	+6
<u> </u>	43 /	Mang	3	25
?	7,,+7	Manganese	≤ n	+7
刀	44	Iro	П	26
	+3	Iron	D	+3
刀 刀	+3 45	Co	C	+3 27
5	+3	Cobalt	0	+3



Radioactive Shields



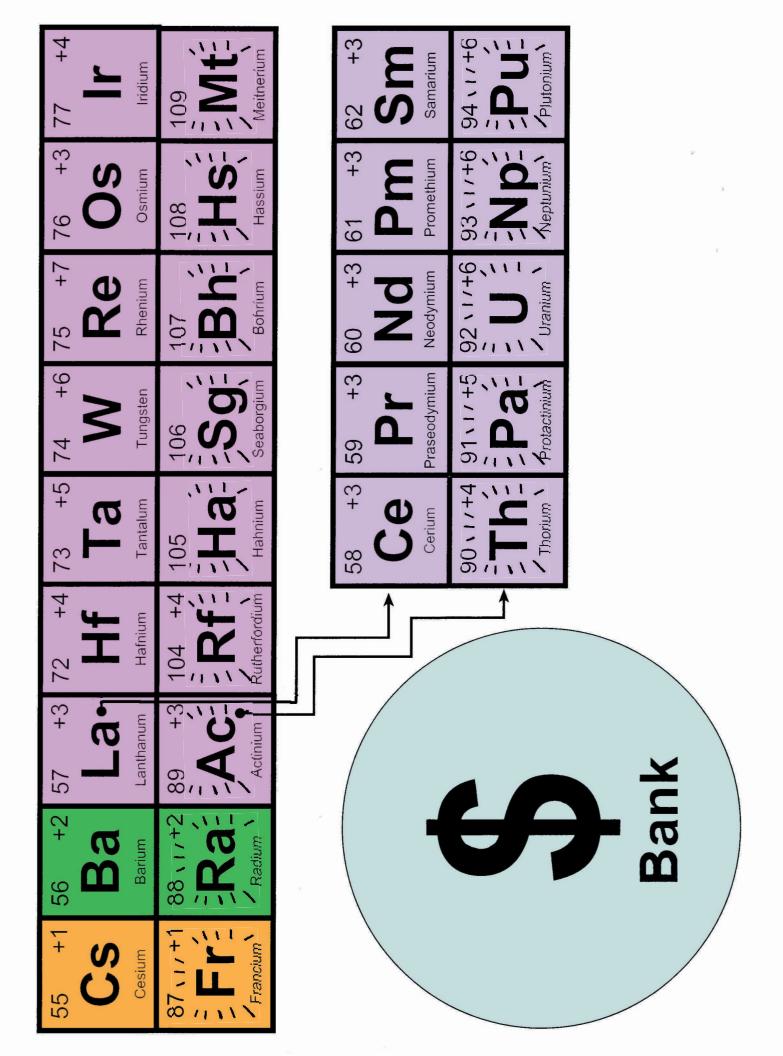
Helium

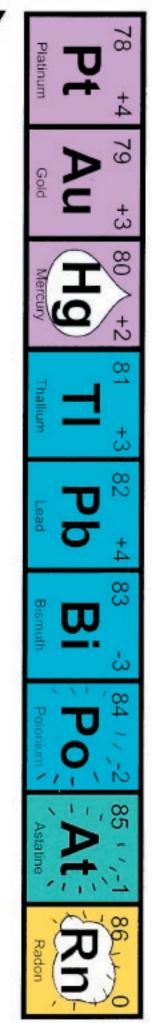
Neon

Fluorine

16

Argon	36 O Krypton	54 Xenon
Chlorine	35 -1 Bromine	-2 53 -1
Sulfur	342 Se	52 Telluriun
Phosphorus	33 -3 AS	51 -3 Sb Antimony
Silicon	32 +4 Ge	50 +4 Sn
Aluminum	+3 C C Sallium	+3
	+2 30 +2 31 Zn er Zinc	+1 48 +2 49 Cd Cadmium
	+3 29 +2 Cu	Silve
	28 +3 N ickel	46 +4 47 Pd Palladium







Go to 72 Hf

This top row is call the Lanthanide Series because it follows Lanthanum

95, 1, +6 Am -	Europium +
, O , 9	+3 64 +3 Gd Gd Gadolinium
4 97 1 Berke	3 65 Terbium
1+4 98 1/+ K 3 Cf	+3 66 + Dy Dysprosiu
4 99 1/2 Einsteiniu	-3 67 H Olmiu
+3 100, ,,	3 68 Erbiur
101, +3 101, +3 1 Md	+3 69 Tn
102, J 0 2 Nobelia	+3 70 + n Yb Im Ytterbium
,, \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	3 7
03 /+3 Lr :	1 +3

This bottom row is call the Actinide Series because it follows Actinium

