**Fifth Grade Games**

**R planet**

Landscaping a home. The objective of this game is to use a Star Disk and Star Hauler to pick up and drop items around the building. Look at the blueprint for help. Press the arrow keys or the **WASD** keys to move around. Press **SPACE** to start and stop controlling a vehicle. Press **ENTER** or the **E** key to pick up and drop items.

**I Planet**

The objective of this game is to diagnose Qifl the sick alien. Conduct experiments and then take a quiz. Follow the on-screen prompts.

**A Planet**

You will be creating a collage that represents an architect. First you will interview the architect then create a collage. Drag and drop items using your mouse onto the collage board. Resize, rotate and reset an item by using the tools next to it. Text not used on the canvas can be switched out with new text by pressing the **New Test button**

**S Planet**

Matching people with careers to gain points. The objective of this game is to match all characters with a career based on their Holland Code. Press the arrow keys or the **WASD** keys to move around. Press **SPACE** to jump. Press **ENTER** or the **E** key to talk to a character.

**E Planet**

You are a leader of a new colony and you must persuade everyone to work together. Follow the on-screen prompts.

**C Planet**

The object of this game is to unscramble the puzzle. Click on tiles to move them.