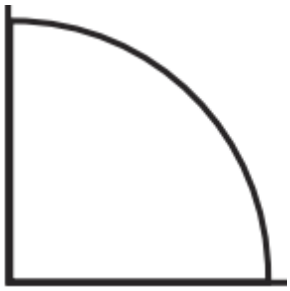
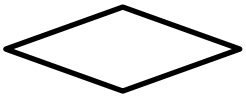
# #10 Into Orbit - Game Planning Sheet

| **Starting Position** |  | |
|---|---|---|
| **Name of the Launches:** | **Start:** | **End:** |
| 1.<br><br>Driver: _____<br>Pit Crew: _____ | Attachments:<br><br>Game pieces: | Attachments:<br><br>Game pieces: |
| 2.<br><br>Driver: _____<br>Pit Crew: _____ | Attachments:<br><br>Game pieces: | Attachments:<br><br>Game pieces: |
| 3.<br><br>Driver: _____<br>Pit Crew: _____ | Attachments:<br><br>Game pieces: | Attachments:<br><br>Game pieces: |
| 4.<br><br>Driver: _____<br>Pit Crew: _____ | Attachments: | Attachments: |

# Sequencing your Launches:

1. Make My Blocks for each launch.
2. Make a flowchart to decide how you want to organize your launches.
   Examples: Sequential, Selection, Iteration

| Start/End | Input/Output | Process/Actions | Decisions | Arrows |
|---|---|---|---|---|
| | | |  | |