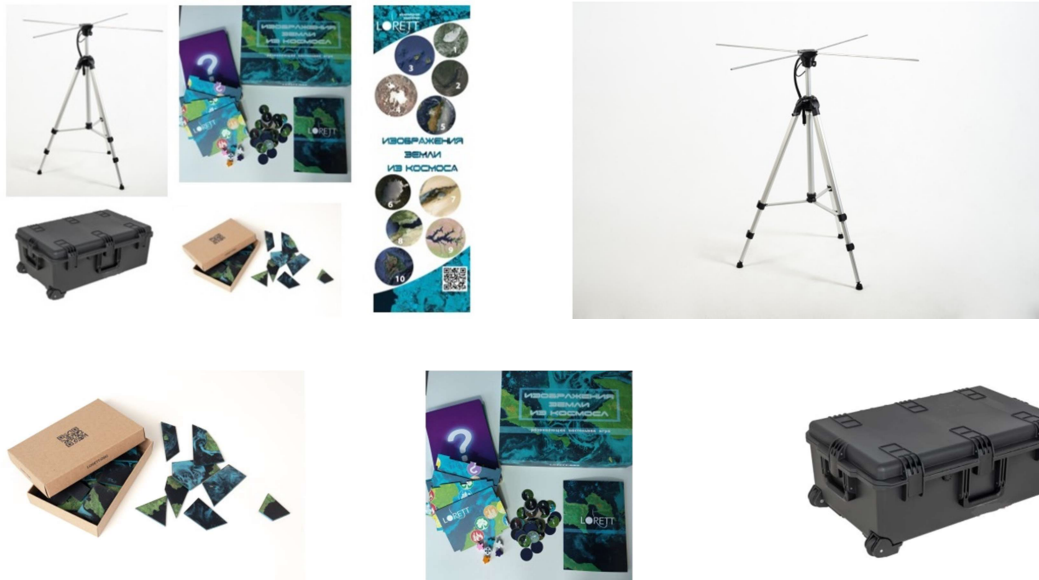




The Game "How to Catch a Satellite" – Ver-01



The educational game is designed to work in one group of 3-4 children aged 6 years and older. For 2 groups, you will need two sets of games, etc. It is aimed at popularizing space technologies, technologies for receiving and processing images of the Earth from space, working with geographical information systems and spatial data.

Educational Experience:

- ✚ Familiarization with technologies for receiving and processing images of the Earth from space,
- ✚ Working with geographic information systems and spatial data.

Hardware and Materials:

- ✓ Consists of a set of board games and puzzles,
- ✓ A robotic complex designer "LEX" - 1 pc. (set).

It is supplied without a laptop, for the time of practical work, 1 laptop and Internet access are needed. All the items are delivered in a plastic case for transportation and storage.

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