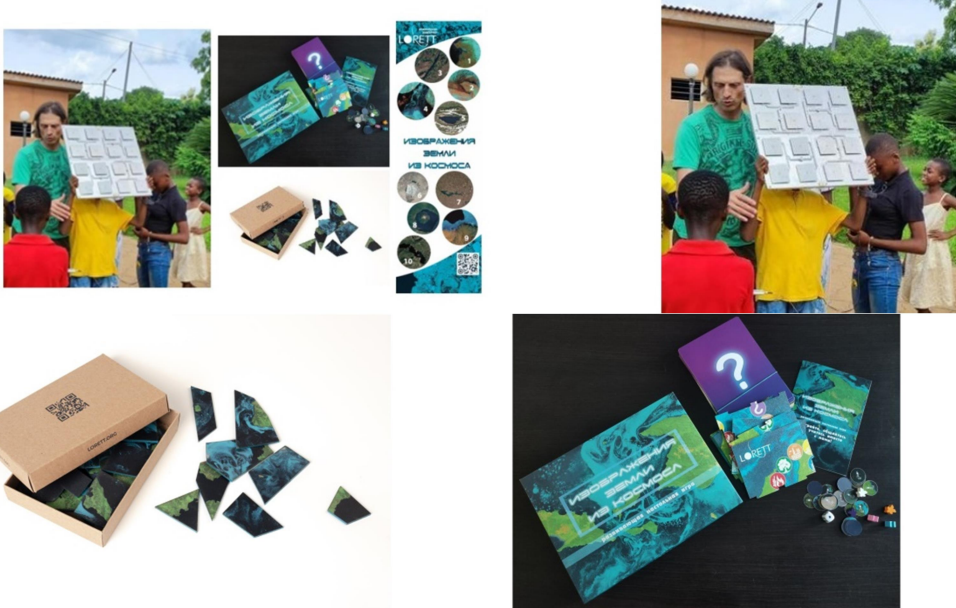




The Game "How to Catch a Satellite" – Ver-02



The educational game is designed for work in one group of 3-4 children aged 12 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 geographic 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,
- ✓ Engineering Constructor "Planum" with manual control - 1 pc. (set).

Supplied without a laptop, for the duration of the practical work you need 1 laptop and Internet access.

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