

NAME: _____



Activity One



I'm the Astronaut For You!

Writing a Persuasive Letter

Based on what you have learned from the reading passages about what it takes to be an astronaut, you will write a persuasive essay to convince NASA why they should hire you as their next astronaut.

STEP ONE

Begin by choosing three attributes that you possess that would make you a good astronaut. Come up with an example from your life that proves each trait. Make a list of each attribute and give an example. These reasons will form the main body of your essay.

Now all you need to do is add an introduction that explains why you are writing your letter. Your last paragraph is the conclusion, where you wrap-up your letter and restate your desire to be NASA's next astronaut.

STEP TWO

Once you have sketched out your ideas write a first draft of your letter. It is always important to re-read your writing to yourself at least twice to catch any omissions. Check closely for any spelling, punctuation and grammatical errors. Ask for help when you are unsure.

STEP THREE

Ask your teacher for help in using a proper letter-writing format. Write your good draft.



Activity Two



Build a Rover

Creating a Model

You will be creating a model of an existing Mars rover or a rover of your own design. You will use what you know from the reading passages about the surface of Mars and the presently used rovers.

STEP ONE

Design the rover that you will create. You will create a scientific sketch of the rover, that includes a detailed drawing of the rover, an underlined title, labels for all of the parts, and added detail in boxes where needed.

STEP TWO

Think about what materials you will need to build each part of your rover. Collect the materials and assemble the rover.

STEP THREE

Add finishing decorative touches to the rover. Prepare to present your rover and its functions to other students.

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Activity Three



Breaking News from Mars

Writing a News Report

Fast-forward five years, and pretend that the Mars Science Laboratory has discovered some incredible new findings. Maybe it's water, plant life or even another life form. Be sure to use as much technical language as you can from the reading passages.

STEP ONE

Review the reading passage called Mission to Mars. Think about what possible findings the Mars Science Laboratory (or the Phoenix) could have discovered. Make a 5 W's chart to give the Who? What? Where? When? and Why?

STEP TWO

Create a character to interview for the background science knowledge. What information will they contribute? What other details will you include?

STEP THREE

Write your article. Then, think of a strong news heading that will get readers attention, and may get your piece selected as the headline news.

STEP FOUR

If you are creating a news broadcast, see if you can film your piece for presentation. If you are writing an article, look into publishing it using software.

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Activity Four



Astronaut Boot Camp

Design a Board Game

Based on your readings of how to become an astronaut, you will design a game that takes player-astronauts from NASA training, to the International Space Station, on a spacewalk and back to Earth. Your board game should reflect your knowledge of these topics.

STEP ONE

Some things to consider:

- What dangers will the players face along the way?
- How will the players move - Dice? Spinner? Cards?
- For which age group are you designing the game?
- Will the level of difficulty be appropriate for the age group for whom you are designing the game?
- Will there be trivia involved? How?
- What twists can you work in to keep the game interesting?
- What will the board game look like?
- What will you use to represent the players?
- How many players?
- What materials will you need to make your game?

STEP TWO

Create your board game. Talk to your teacher about having some students test-run your game.

STEP THREE

Time to play!

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Activity Five

Moon Walkers

Writing a Play

Based on what you have learned from the reading passages, you will write a play that re-enacts humanity's first trip to the Moon.

Your characters (the actual astronauts from Apollo 11) will prepare for take-off, complete their mission and return to Earth to face the waiting public.

STEP ONE

Write an outline of your play that breaks down the action that you will include from start to finish.

STEP TWO

Write the play. Be sure to include lots of dialog between the astronauts and with mission control to keep the reader's interest.

STEP THREE

Talk to your teacher about how you might be able to present your play.

STEP FOUR

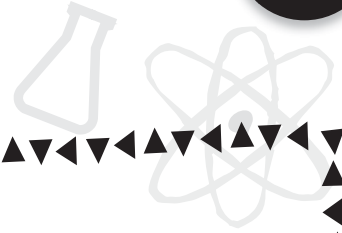
Cast your play. If you plan to put this on in front of the class, choose classmates who you think would suit the roles you have written. What would you require them to wear as spacesuits? How might you design the set? Perhaps other students could help to get these details ready.

STEP FIVE

Rehearse, and it's show time!



Activity Six



Space Vacations

Make a Travel Pamphlet

Based on what you have learned from the reading passages, you will make a travel pamphlet to advertise a new company that plans to shuttle paying humans into space for a joyride. You may remember from the readings that there is already a company doing this, so you will certainly want to check out your competition. How will your tour company be better? What services might you offer to get an advantage over the competitors?

Questions to Consider in Planning your Pamphlet:

- 1) How will you get there?
- 2) From where will you take off?
- 3) Where will you go?
- 4) How long will it take?
- 5) What sorts of things will passengers get to see?
- 6) How much will it cost?
- 7) What is the name of your company?
- 8) How can people get in touch with you?

Remember, when people pick up and read your pamphlet, they should be convinced to take your tour. Whether you create the folded pamphlet by hand, or using software, it should be creative and attractive.