



Celebrating 18 Years of Space EdVentures!

Mission: Intolerance School Year 2008-2009 Teacher Information

Welcome!

We are very excited to welcome you and your students to the Christa McAuliffe Space Education Center this school year. In order for your students to gain the maximum benefit from their time at the Space Center, it is essential for you to spend some time preparing them for their experience.

This web site includes all of the materials necessary to prepare your students in the Mission Briefing section. These lessons will dramatically increase the learning experience of the students while at the Space Center.

What is the Christa McAuliffe Space Education Center?

The Christa McAuliffe Space Education Center is one of the most exciting experiences in the area. It is a journey of discovery and exploration where outstanding programs and activities will open children's eyes, ears, minds, and hearts.

A Christa McAuliffe Space Education Center trip will allow children to combine intriguing and engaging simulated missions on board one of our six simulators with outstanding classroom

instructions and Starlab Planetarium presentations. Children will have the opportunity to see, hear, and do things they never thought possible.

Our instructors are talented in their fields with the ability for sharing their knowledge and experiences in an entertaining manner. Children will be guided through a variety of interactive experiences at a pace they are comfortable with. We've designed the Space Center to appeal to a child's sense of discovery, exploration and wonder. We have created a truly unique interactive environment. Students will be placed on the bridge of one of our six starship simulators where they can let their imaginations fly. The choices they make directly affect the outcome of their mission. Within this interactive environment, students learn about the basic principles of science, experience different types of music, play a role in an interactive drama, practice computer skills, and encounter different issues in social science. All this while having the time of their lives! It's like nothing else on Earth!

What is Expected Prior to Arriving at the Center?

It is EXTREMELY important that your students arrive adequately prepared! If students are not prepared for their missions prior to arrival, they lose valuable time from their mission and their overall experience is significantly diminished.

Minimum Requirements

Students must read the mission briefing provided on this web site. We highly recommend that you print this briefing and either provide each student with a copy to study, or post it somewhere in your classroom for them to refer to frequently before their field trip.

Students must be assigned to a simulator and a position. We use four different simulators for our field trips - the Voyager, the Odyssey, Phoenix and the Galileo. Each of these ships have unique bridge positions which require certain skills. The document titled "Simulator Positions" details these requirements. You know your students and their capabilities far better than we do. If you have any questions about a certain position that is not answered by the document, please do not hesitate to call or email the Space Center. We will do our best to assist you.

Each student must arrive with a completed boarding pass in hand. We highly recommend that you reproduce the boarding passes on card stock. Please print the students' first and last names, their current grade in school, the date of their mission, the simulator they've been assigned to, and their bridge positions. Please do not sign the forms. A member of the Space Center staff will sign the forms upon the completion of the field trip.

Students must be aware that the Space Center is hosted by Central Elementary School and that exceptional behavior is expected. We do our best to cause as little disruption to the daily operations of the school as possible. Having your students prepared to be very quiet in the halls will help us to continue our excellent relationship with the school.

We enforce the Alpine School District Dress Code. Please make sure that your students are dressed appropriately. Our simulators tend to be a little on the cool side during the school year. Teachers are encouraged to coordinate their students dress (all white shirts for example). This makes the students feel more like they are part of a team.

Please, NO GUM!

Additional Preparation

While students can have a wonderful experience when just the minimum requirements have been completed, we have found that their experience and performance improves astronomically with a little more preparation. This year's mission is anchored in the sixth grade social studies

curriculum. You'll notice that the pre-visit materials rely heavily on class discussions. Please take the time to become very familiar with the material before leading the discussion. By doing so you'll get the feel for the direction the mission is taking. We know how little time teachers have today to squeeze in something outside of the state core. We appreciate any amount of time you take to make your student's field trip meaningful. Please feel free to contact the Space Center at anytime if you have questions. Our phone number is 801.785.8713. Our email address is Director@spacecamputah.org.

Field Trip Cost and Times

Field Trip prices are posted online – www.spacecamputah.org. Please visit the Field Trip Section of the web site.

The Space Center is non-profit. Our field trip prices cover costs only. The Center is a part of the Alpine School District but does not receive an operating budget. Our yearly budget comes from private missions, overnight camps, Super Saturdays, and Summer Camp. We want to thank the teachers and schools that sponsor weekend overnight camps for their students.

PAYMENT IS DUE UPON ARRIVAL. PLEASE PAY BY SCHOOL CHECK. WE CANNOT PROCESS CREDIT CARDS. THERE IS NO TAX. CLASS SIZE IS LIMITED TO 36 STUDENTS

Lunch:

Please bring sack lunches for all students. Please have the lunches stored in one or two boxes or coolers. We lose time if students are each carrying their own lunches.

Behavior:

The Space Center is hosted by Central Elementary School. The Center attempts to support the school and teachers by staying as invisible as possible during the school day. We ask visiting teachers to support us by preparing your students ahead of time to walk and talk quietly in the halls.

Class Session:

Because of popular demand we take two classes per day on field trips. That requires the director, Mr. Williamson, to operate the Voyager simulator for both missions. He is therefore unable to teach the classroom session. Teacher aides are hired in his place to teach the classroom and operate the Starlab Planetarium. The teacher aide is just that, an aide, not professionally trained to handle disruptive students. We must rely on you to discipline your class both during the class session and the planetarium show.

- Please separate talkative children.
- Please seat problem children next to you.
- Please prepare your class before the field trip so they understand there is a simulation and a class.
- Please feel free to stop the class at anytime to handle disruptive children.

Planetarium:

- Please seat problem children next to you.
- No sharp objects may be taken into the dome.
- Please feel free to stop the show at anytime to handle disruptive children.

Thank you for your assistance.

Dress:

District policies are enforced. Hats are not allowed. No Gum!

Program Schedule:

Group 1

9:45 A.M. - 11:30 A.M. Simulator Mission.

11:30 A.M. - 12:00 P.M. Lunch / Break

12:00 P.M. - 1:00 P.M. Class Lesson.

1:00 P.M. - 1:30 P.M. Starlab Planetarium.

Group 2

9:30 A.M. - 10:00 A.M. Starlab Planetarium

10:00 A.M. - 11:00 A.M. Lesson

11:00 A.M. - 11:30 A.M. Lunch / Break.

11:30 A.M. - 1:30 P.M. Simulator Mission.

After School Field Trips

Times:

Arrival and departure time according to your arrangement. After school trips usually do the simulators only and are 2 1/2 hours long. The Starlab Planetarium may be added into your field trip, taking an additional thirty minutes.

Cost: (2 hour simulator program only).

Field Trip prices are posted online – www.spacecamp Utah.org. Please visit the Field Trip Section of the site.

Simulator Positions

Please assign the students in your class to the following simulator positions before their arrival. Each position has a difficulty rating next to it. Please keep these ratings in mind as you assign your students to different positions.

* = Easy ** = Average *** = Moderate **** = Hard ***** = Difficult.

Classes between 11 and 18 students will use Voyager only.

Classes between 19 and 26 students will use Voyager and Odyssey.

Classes between 27 and 32 students will use Voyager, Odyssey and Phoenix.

Classes between 33 and 37 students will use Voyager, Odyssey, Phoenix and Galileo

General Guidelines for placing students in the simulators:

1. Please separate groups of friends into different ships. This helps with discipline. It also helps students move out of their comfort zone.

2. Please keep the simulators mixed with boys and girls. This helps build class friendships, understanding, and camaraderie. Boys and girls sometimes tackle problems differently. Having different viewpoints in the ships provides a rich environment for problem solving and teamwork.
3. STUDENTS WITH BEHAVIOR PROBLEMS MUST BE IN THE VOYAGER. THE ODYSSEY, PHOENIX and GALILEO CANNOT HANDLE DISRUPTIVE STUDENTS.

Voyager Positions:

(Parentheses) around the difficulty rating indicate a position that can be eliminated if necessary for smaller classes.

(*****) Captain: A natural class leader. Someone the students respect and will follow. Someone that can think through problems under pressure and can give orders quickly and precisely. It is best that you ASSIGN the captain and not have the students vote. Please select someone that can handle stress. Some teachers select a student with good acting ability. That can be a real plus!! Remember the captain must have a loud, strong, voice.

(*****) Ambassador: This student will do all of the debating and negotiating with any alien characters they encounter. Strong acting skills are a plus. This person should not be easily intimidated and should be able to stand toe to toe with someone in a debate. They must be able to think very quickly and come up with unique solutions to difficult situations.

(***) First Officer: A supportive team player not afraid to give the Captain his/her opinions. This student handles paperwork and crew discipline during the simulation. An opinionated person would be good for this position. It is also best to have a student that others respect and listen to.

(***) Left Security Officer: Good reading and computer skills. Ability to complete a task with multiple distractions going on around them. Rambo types are not good for this position. Security officers need to work Independently.

(**) Right Security Officer. This student acts as a support to the Left Security Officer. They must be able to speak English. Minimal computer skills necessary. Security officers need to work independently.

(**) Records Officer: Keyboarding skills a must! Good reading skills a plus.
THIS IS AN OPTIONAL JOB. NOT NECESSARY FOR SMALLER CLASSES

(**) Science Officer: Good reading skills with a loud voice.

(**) Right Wing Power Officer: Handles power distribution for right wing systems. Basic math skills needed.

(**) Right Wing Flight Officer: Good computer skills. Ability to do multiple tasks simultaneously under pressure. Responsible for steering the ship, transporters, life support, and alert status.

(**) Left Wing Power Officer: Handles power distribution for left wing systems. Basic math skills needed.

(**) Left Wing Tactical Officer: Good computer skills. Ability to do multiple tasks simultaneously under pressure. Responsible for engines, shields, weapons, and the tractor beam.

(****) Left Damage Control Officer: Good computer skills. Ability to concentrate on job and follow specific instructions. Keyboarding skills required.

(**) Right Damage Control Officer: Basic computer skills. Excellent handwriting and reading skills. Ability to concentrate on job and follow specific instructions.

THIS IS AN OPTIONAL JOB. NOT NECESSARY FOR SMALLER CLASSES

(**) Sensors Officer: Excellent reader (7-8th grade level) with a strong loud voice able to be heard over music and shouting.

(****) Scanners Officer: Independent worker with basic keyboarding skills. Ability to concentrate on their job independent of chaos around them. A student that can stick with a project until the job is done.

THIS IS AN OPTIONAL JOB. NOT NECESSARY FOR SMALLER CLASSES

(****) Engineer: Excellent math skills. Able to do simple division mentally. Must be able to handle pressure. Ability to work independently and efficiently despite distractions.

(*)Telephone Officer: Any student with basic reading skills. Must be able to speak English.

(*) Long Range Officer: Minor keyboarding skills necessary.

(*) Decoder. This is a good station for your slowest student with little English. THIS IS AN OPTIONAL JOB. NOT NECESSARY FOR SMALLER CLASSES

Odyssey Simulator:

Classes with 19-26 students should add the Odyssey simulator to the Voyager. There is no teacher support in the Odyssey. Students with behavior problems should not be sent to the Odyssey. All Odyssey students must be English speaking.

(****) Captain: A natural class leader. Someone the students respect will follow. Someone that can think through problems under pressure and can give orders quickly and precisely. It is best that you ASSIGN the captain and not have the students vote. Please select someone that can handle stress. Some teachers select a student with good acting ability. That can be a real plus!! The second best of your "captain" type students should be assigned here.

(**) Executive Officer: A supportive team player not afraid to give the Captain his/her opinions. This student handles paperwork and crew discipline during the simulation. An opinionated person would be good for this position. It is also best to have a student that others respect and listen to. This student also assists the engineer.

(**) Tactical Officer: Handles Weapons and Shields

(**) Sensors Officer: Excellent reader. Excellent computer skills. Independent worker with excellent observation skills. A strong loud voice a must.

(*) Communications Officer: Any student with basic reading skills.
THIS IS AN OPTIONAL JOB. NOT NECESSARY FOR SMALLER CLASSES

(*) Operations Officer: Any student with basic reading skills.

(****) Engineer: Extremely difficult station. Excellent math, computer, and reading skills a must. Must be able to work very quickly under stress. Must be able to work independently and learn quickly.

(**) Flight Control: Basic computer skills. Someone who likes video games would be good here.

Phoenix Simulator:

Classes with 27 - 32 students should add the Phoenix. There is no teacher support in the Galileo. Students with behavior problems should not be assigned to the Phoenix. All Phoenix students must be English speaking.

(*****) Captain: A natural class leader. Someone the students respect will follow. Someone that can think through problems under pressure and can give orders quickly and precisely. It is best that you ASSIGN the captain and not have the students vote. Please select someone that can handle stress. Some teachers select a student with good acting ability. That can be a real plus!! The third best of your “captain” type students should be assigned here.

(**) Tactical Officer: Handles Weapons and Shields

(**) Sensors Officer: Excellent reader. Excellent computer skills. Independent worker with excellent observation skills. A strong loud voice is a must. THIS IS AN OPTIONAL JOB. NOT NECESSARY FOR SMALLER CLASSES

(**) Operations Officer: Any student with basic reading skills.

(**) Engineer: Extremely difficult station. Excellent math, computer, and reading skills a must. Must be able to work very quickly under stress. Must be able to work independently and learn quickly.

(***) Navigation: Basic computer skills. Someone who likes video games would be good here.

Galileo Simulator:

Classes with 33-37 students should add the Galileo. There is no teacher support in the Galileo. Students with behavior problems should not be assigned to the Galileo. All Galileo students must be English speaking.

(*****) Captain: A natural class leader. Someone the students respect will follow. Someone that can think through problems under pressure and can give orders quickly and precisely. It is best that you ASSIGN the captain and not have the students vote. Please select someone that can handle stress. Some teachers select a student with good acting ability. That can be a real plus!! The 4th best of your “captain” type students should be assigned here.

(**) Tactical Officer: Handles Weapons and Shields

(**) Sensors Officer: Excellent reader. Excellent computer skills. Independent worker with excellent observation skills. A strong loud voice is a must. THIS IS AN OPTIONAL JOB. NOT NECESSARY FOR SMALLER CLASSES

(****) Operations Officer: Any student with basic reading skills.

(**) Navigation: Basic computer skills. Someone who likes video games would be good here