

## Simulator Positions

Please assign 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 positions to your students.

Please note that positions on the smaller ships are MORE DIFFICULT than similar positions on the Voyager. PLEASE DO NOT PLACE RESOURCE OR BEHAVIORALLY CHALLENGED STUDENTS ON THE SMALLER SIMULATORS.

Class size determines which simulators are used.

11 - 18 students	Voyager only
19 - 26 students	Voyager and Odyssey
27 - 32 students	Voyager, Odyssey, and Phoenix
33 - 37 students	Voyager, Odyssey, Phoenix, and Galileo

## General Guidelines for Assigning Positions

Please separate groups of friends into different ships. This helps with discipline. It also helps push students out of their comfort zones. Please keep the simulators mixed with boys and girls. This helps build class friendships, understanding, and camaraderie. Boys and girls sometimes tackle problems differently, providing a richer environment to teach problem solving skills.

If you have a student with a disability, **please notify us ahead of time so we can help you place them in the best environment.** The only positions we have that are wheelchair accessible are Sensors and Tactical in the Odyssey. Most of the positions require reading fairly small text on a computer screen.

If you have students that need adult supervision, please **place them on the Voyager.** The smaller ships cannot handle disruptive students.

If you have students who speak little or no English, please put them on the Voyager as decoders or long range or power officers.

## Difficulty Ratings

\*=Easy \*\*=Average \*\*\*=Moderate \*\*\*\*=Hard \*\*\*\*\*=Difficult

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

## Voyager Positions

\*\*\*\*\* 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 who

can handle a lot of stress. The captain must have a loud, strong voice.

(\*\*\*\*\*) Ambassador: This student does the debating and negotiating with any alien characters they encounter. Strong acting skills are a plus. This student should not be easily intimidated and should be able to stand up for their position in a debate. They must be able to think quickly and come up with unique solutions to difficult situations.

\*\*\* First Officer: A supportive team player not afraid to give the Captain advice. This student handles paperwork and crew discipline during the simulation. It is best to have a student the others respect and listen to in this position.

\*\*\* Left Security Officer: Good reading and computer skills. Ability to complete a task with multiple distractions around them. Rambo types are NOT good for this position. Security officers need to work independently.

\*\* Right Security Officer: This student supports Left Security. 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 POSITION.

(\*\*) Science Officer: Good reading skills and loud voice a plus.

(\*) Right Wing Power Officer: Handles power distribution for right wing. Needs basic math skills.

\*\* Right Wing Flight Officer: Good computer skills. Ability to multitask under pressure. Responsible for steering the ship, transporters, life support, and alert status.

(\*) Left Wing Power Officer: Handles power distribution for left wing. Needs basic math skills.

\*\* Left Wing Tactical Officer: Good computer skills. Ability to multitask 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.

\*\* 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 independent of the chaos around them. Needs to be very good at finishing projects.

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

\* Telephone Officer: Basic reading skills. MUST SPEAK ENGLISH.

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

(\*) Decoder: Good station for slower students or those with little English.

### **Odyssey Positions:**

**Students with behavior issues should NOT be assigned to the Odyssey. All students on the Odyssey must speak English.**

\*\*\*\*\* 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 who can handle a lot of stress. The captain must have a loud, strong voice. The second best “captain” type should be assigned here. The captain on the Odyssey also handles negotiations with alien characters.

\*\*\*\* Executive Officer: A supportive team player not afraid to give the Captain advice. This student handles paperwork and crew discipline during the simulation. It is best to have a student the others respect and listen to in this position. Executive officer on the Odyssey helps with engineering repairs. Needs to be able to work independently under pressure.

\*\*\*\* Tactical Officer: Handles weapons, shields, tractor beam, and exocomp repair robots. Trigger happy students will NOT do well in this position. (Wheelchair accessible)

\*\*\* Sensors Officer: Excellent reader. Good computer skills. Independent worker with good observation skills. Strong loud voice is a must. (Wheelchair accessible)

(\*\*) Communications Officer: Good reading and deductive skills necessary. Good handwriting a plus.

\*\*\* Operations Officer: Basic reading and math skills. Handles power distribution, status reports, transporters, and cargo.

\*\*\*\*\* Engineer: Excellent math, computer, and reading skills a must. Able to work quickly and

independently under extreme pressure. Needs to be physically fit.

\*\* Flight Control Officer: Basic computer skills. Steers the ship and controls all engine functions.

## **Phoenix Positions**

**Students with behavior issues should NOT be assigned to the Phoenix. All students on the Phoenix must speak English.**

\*\*\*\*\* 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 who can handle a lot of stress. The captain must have a loud, strong voice. The second best “captain” type should be assigned here. The captain on the Phoenix also handles negotiations with alien characters.

\*\*\*\* First Officer: A supportive team player not afraid to give the Captain advice. In charge of sensors and the cloaking device. It is best to have a student the others respect and listen to in this position.

\*\*\*\*\* Engineer: Good reading and basic math needed. In charge of power distribution and repair procedures.

\*\*\*\* Operations Officer: Good communications skills needed. Also runs tractor beam and transporters. Needs to be able to perform under pressure.

\*\*\*\* Tactical Officer: In charge of ship security teams, weapons, and defensive shields.

\*\*\* Helm Officer: Controls ship’s engines and course settings. Basic computer skills.

## **Galileo Positions**

**Students with behavior issues should NOT be assigned to the Galileo. All students on the Galileo must speak English.**

\*\*\*\*\* 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 who can handle a lot of stress. The captain must have a loud, strong voice. The second best “captain” type should be assigned here. The captain on the Galileo also handles negotiations with alien characters.

\*\*\* First Officer/Sensors Officer: Excellent reader. Excellent computer skills. Independent worker with exceptional observation skills. A strong voice is a must.

\*\*\*\* Operations Officer: Good reading and keyboarding skills. Ability to work well under pressure. Good communications skills a plus.

\*\*\* Tactical Officer: Handles probes, weapons and shields. Needs to be a quick thinker who can make good decisions under pressure.

\*\*\* Navigation Officer: Basic computer and math skills. Operates all the ship navigation and engine systems.