SPACE TEAMS

Teacher's/Mentor's Guide

Overview of the program

Space Teams is a collaborative space system design STEM educational program in which students will:

- 🚀 Conduct a human space exploration mission
- 🚀 Build their own spacecraft
- 🚀 Travel across the vast expanses of space
- 🚀 Create their own base
- 🚀 Explore a new planet
- 🚀 Find resources to sustain mission habitability

Lessons and tutorials will guide students with the theory and technical knowledge to make critical decisions in the planning and conduct of their mission. Space Teams provides experiential learning through teamwork and visually-accurate interactive activities on the Space Frontier. The *Space Teams Information Package* contains more details about the program.

Schedule of Events

Event	Description
Morning Meeting	The morning meeting kicks off the day with any needed announcements, daily reminders, schedules, and any other important information.
Daily Lesson	The daily lesson covers all of the fundamentals of core topics related to space missions.
Daily Activity	To be done in the SpaceCRAFT platform, students will work with their team to complete the activity of the day. Students are able to go back and try the activity throughout the week as well.
Special Guest Speaker	Each day, there will be a space professional who will give a special presentation over their specialized topics

A more detailed schedule can be found here: *Detailed Program Schedule*

How To Help

Prior to Day 1:

🚀 <u>Ensure Launch Checklist is complete</u>: *The Launch Checklist* contains all of the items users need to complete before Day 1 of the program: SpaceCRAFT Account Creation, Learning Platform Account Creation, Team Formation and SpaceCRAFT Installation. Within the checklist, you will find hyperlinks to documentation guides that will provide step-by-step instructions for each process.

🚀 <u>Assist with team formation</u>: Before the competition begins, students are able to form teams. However, teams will be assigned automatically before the competition starts for those not already on a team by Day 1 of the program. Anyone can choose to be their own team of one if that is preferred. However, this is not recommended. It is possible to achieve the same level of scoring with any number on a team. The maximum number on a team is 10, but we recommend team sizes of 3 or 4 (for larger teams, students need to take turns having the most prominent roles in some of the activities).

During the program:

🚀 <u>Provide guidance for effective teamwork</u>: Space Teams is a collaborative effort and students may be working with people they have not met before. Communication within teams will play a huge role in successfully designing their missions. Team chat capability is provided by both the dashboard website and the SpaceCRAFT platform. In addition, SpaceCRAFT provides voice communication for teams.

🚀 <u>Ask questions about how it might be possible to improve their design</u>: The competition really focuses on sustainability - making sure you plan to have enough resources with you so that you last the duration of the mission. In the Knowledge Base, you will find detailed information about each activity, including: controls, scoring, tips and tricks!

🚀 <u>Monitoring Chat</u>: Teachers/Mentors have access to the same chat functions that the students do. If desired, participating or monitoring the chat can aid in following what the students are doing, guiding them toward good team outcomes, and preventing any undesirable communication.

🚀 <u>Help with Team Patch Design</u>: During the program, students will be presented with a side challenge to design a mission patch with their teams. More details about the submission requirements will be given during the program and listed on the Learning Platform.

🚀 <u>Local Promotion if Desired</u>: Sharing what your teams are doing with the rest of your school, local community and media outlets is encouraged and we can help with media resources. Your team may want to post their enthusiasm and success on social media!

Three Places to Go

1. <u>Dashboard:</u> The *dashboard website* is where users can view and communicate with their teams, access activity leaderboards, and send in "help" tickets to Space Teams Support. The login information for this website is the same information users need to login into the SpaceCRAFT platform itself.

2. <u>Learning Platform:</u> When setting up a *Learning Platform* account, we recommend that users use the same username and password as they did on the Space Teams Dashboard. The Learning Platform is where you will go to view the live webcasts, watch the lessons and tutorials, and do a number of activities - such as daily quizzes, submitting questions to the speakers, sharing images and videos, etc.

3. <u>SpaceCRAFT:</u> SpaceCRAFT is the program students will use in order to complete the daily challenges. This application only *supports Windows software*. Computer requirements are listed under the *Installation and Setup Guide*, found on *The Launch Checklist*. The software will be available on the dashboard website 24 hours prior to the start of the program.

   All account creation and installation guides can be found through: *The Launch Checklist*.

SpaceCRAFT Resources

If students are having issues with the SpaceCRAFT application, or any of its activities:

🚀 <u>Tutorials</u> - Found on *The Learning Platform*, tutorials will provide students with instructions on how to do the activities in SpaceCRAFT. This includes very helpful tips on how to improve your design and your team's score. Recordings of all broadcasts and lectures will be available after they have been live streamed until the competition is complete.

🚀 *Knowledge Base* - Contains all of our guides, hints, and information all in one place, and is found on the Dashboard website as well as in the Learning Platform.

🚀 *Contact Space Teams Support* for any other questions regarding the SpaceCRAFT platform and activities. The help button on the Dashboard website is where anyone can submit support tickets. Communication with the Support team will be through email. Once a ticket is received, the reply will go to the contact email provided, so users need to make sure they periodically check their email for a response to their tickets.

Online Mentoring for Teams

🚀 <u>Mentoring a Team:</u> In order to mentor a team online, refer to the *Team Formation Guide*. Mentors can be invited by anyone on a team and this is done on the Dashboard. Once invited, you can set up your own account and join the team to collaborate within the SpaceCRAFT platform. You are able to communicate with the team, as well as other participants in the program, through both the SpaceCRAFT application and the Dashboard. This is not required of teachers or organizers, but it is possible to closely follow what your teams are doing and provide guidance within the virtual space they are working. More information about communication with teams can be found in the Knowledge Base.