



Science, Engineering,  
Technology & Math

***Design-A-Planet***

## Class Structure

### **Week #1:**

Create an Alien

### **Week #2:**

Design-A-Planet

### **Week #3:**

Art Activity

### **Week #4:**

Tabletop RPG

### **Week #5:**

Science Questions

### **Week #6:**

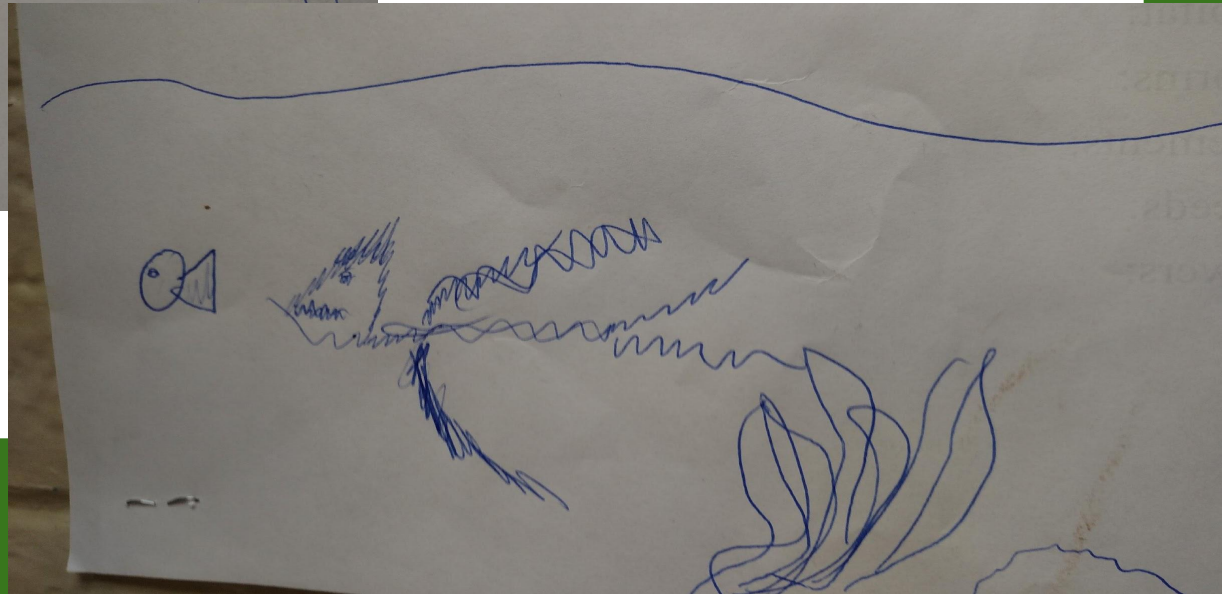
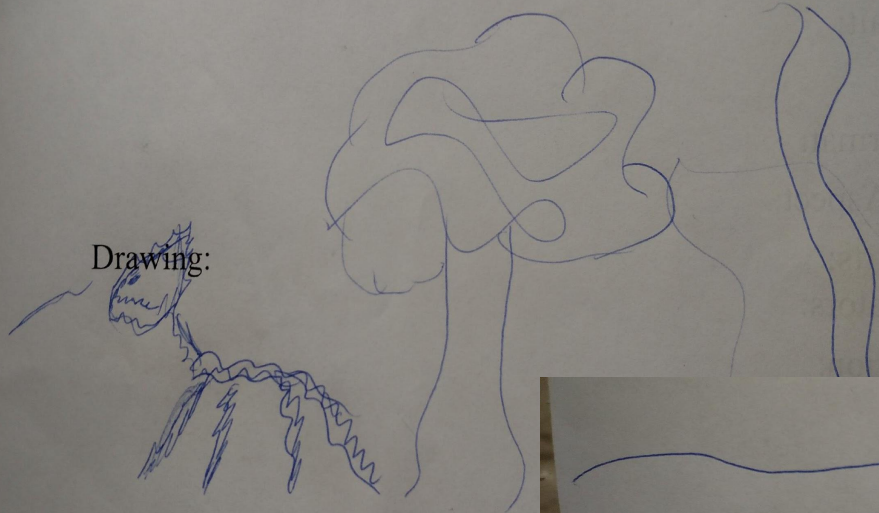
Finish-up all projects

# Week #1: Create an Alien

*Use the Alien Creation rules from Dead Names, Lost Races, and Forgotten Ruins to have each student create an alien. They can choose to either roll randomly on tables or to select each element.*

*Each Alien should have a summary written about them and a drawing.*

Drawing:



## Week #2: Design-a-Planet

*Use the rules from Stars Without Number to have the students create a planet for their alien. They shouldn't roll randomly on tables, they should select factors that support their alien.*

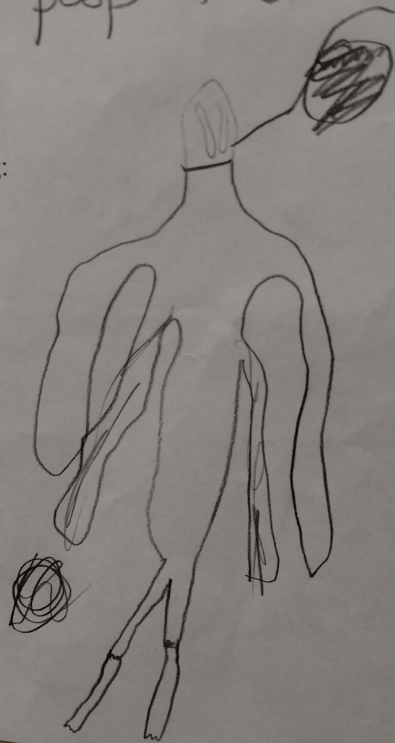
*Each planet should have a summary written about it and a drawing.*

## Week #3: Art Activity

*Do an art activity that represents the work the students have done so far. Making a 3D model of their alien or their planet is the easier go to project.*

Red-orange ~~thing~~ ~~thing~~  
creep. They ca  
and poop their bag

Drawing:



Inside caves



key

- = house
- = hole into the caves
- △ = camp
- = tunnel

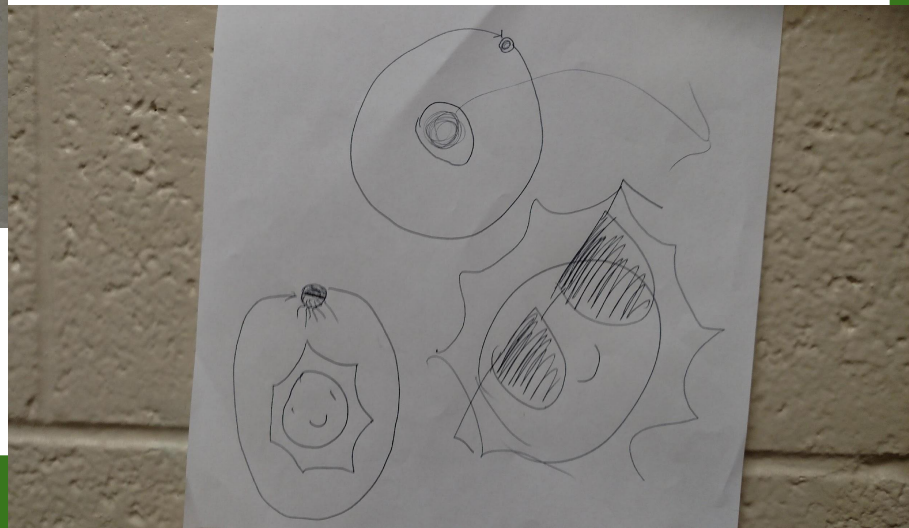
## Week #4: Tabletop RPG

*Use the rules from Savage Worlds and the Savage Worlds Superhero Companion and have the students create mathematical representations of their aliens. If you have time, spend a class playing Savage Worlds and let them have fun playing as their aliens.*



## Week #5: Science Questions

*The students have been working on their aliens for the last four weeks, so they should have a pretty good idea on how they work. Look over each student's paper and ask four science related questions for them to answer about their alien or planet.*



## Materials & Supplies

Stars Without Number (book)

Dead Names, Lost Races, and Forgotten Ruins (book)

Savage Worlds (Book)

Savage Worlds Superhero Companion (book)

Printer and Paper

Art Supplies

Alien Generation Sheet:

[https://drive.google.com/file/d/0B\\_NPxp42lOwONzkwYWYyUnJIS1k/view?usp=sharing](https://drive.google.com/file/d/0B_NPxp42lOwONzkwYWYyUnJIS1k/view?usp=sharing)

World Generation Sheet:

[https://drive.google.com/file/d/0B\\_NPxp42lOwOdzQ2VmN5Nm5TUGs/view?usp=sharing](https://drive.google.com/file/d/0B_NPxp42lOwOdzQ2VmN5Nm5TUGs/view?usp=sharing)

## Pro Tips by Scott Udall

*Science Questions: You shouldn't teach the class without a basic understanding of Astronomy. For example, when creating my science questions, I read one student's sheets and saw she had written that one side of her planet is totally dark while the other one is always daytime. I realized that sounded a lot like Tidal Lock and so I asked her a question about that on her science sheet.*

*Art Project: We made clay models of the aliens, but they quickly broke down. Consider using something other than Sculpey Clay or try a different sort of art project.*

*Alien and Planet Creation: Consider making a handful of examples so the students see what it's like. Make your own aliens, and then make an alien they might already know (you might be able to make a "Wookie" with the alien generation rules.*

*In Dead Names, Lost Races, and Forgotten Ruins consider just using the "Metadimensional" alien type and not the Synthetic, Transhuman, or Sojourn types.*