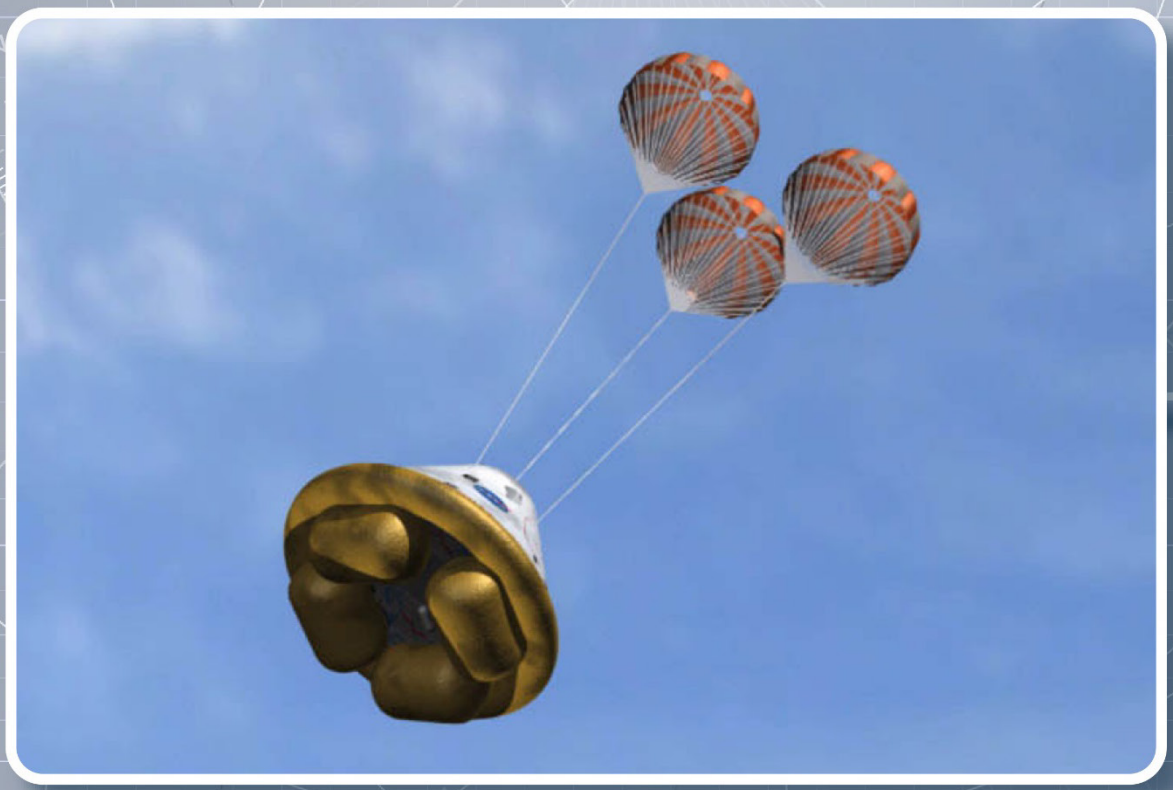
National Aeronautics and
Space Administration

21CCLC NASA STEM Challenge

# Parachuting Onto Mars

## Facilitation Guide



# Table of Contents

**Educator Welcome and Overview** ..... **1**

**Introductory Materials** ..... **3**

Standards Addressed ..... 4
The Engineering Design Challenge ..... 5
Pacing Guide ..... 8
Challenge Checklist ..... 9

**NASA Connection** ..... **10**

NASA ..... 11
STEM Careers at NASA ..... 12

**Information for Educators** ..... **14**

Challenge Background Information ..... 15
Strategies and Tips ..... 17
Team Building ..... 18
Vocabulary ..... 19

**Instructional Procedures** ..... **21**

The Engineering Design Challenge ..... 22
Step 1: Identify the Need or Problem ..... 23
Step 2: Research the Need or Problem ..... 24
Using a KLEW Chart ..... 25
Step 3: Develop Possible Solutions ..... 26
Step 4: Select the Best Possible Solution(s) ..... 27
Step 5: Construct a Prototype ..... 28
Materials ..... 29
Budget Planning Worksheet ..... 30
Safety ..... 31
Step 6: Test and Evaluate the Solution(s) ..... 32
Step 7: Communicate the Solution(s) ..... 33
Step 8: Redesign ..... 34
Challenge Rubric ..... 35
Video Production ..... 37

**Student Team Challenge Journal** ..... **39**

Engineering Design Process ..... 40
Step 1: Identify the Need or Problem ..... 41
Step 2: Research the Need or Problem ..... 42
KLEW Chart for Students ..... 43
Step 3: Develop Possible Solutions ..... 44
Step 4: Select the Best Possible Solution(s) ..... 45

Step 5: Construct a Prototype ..... 46
Budget Planning Worksheet ..... 48
Step 6: Test and Evaluate the Solution(s) ..... 49
Step 7: Communicate the Solution(s) ..... 50
Step 8: Redesign ..... 51
Student Reflection Questions ..... 52
Team Progress Chart ..... 53
Student Presentation Organizer ..... 54

# Educator Welcome and Overview

Dear 21CCLC STEM Educator,

Welcome to the science, technology, engineering, and mathematics (STEM) Engineering Design Challenge (EDC) Team! As part of this team, you will play an integral part in helping today's middle school students become tomorrow's scientists, technicians, engineers, and mathematicians. Through the EDC, students will participate in authentic learning experiences that allow them to develop valuable skills through rigorous and engaging (STEM) content. As a 21CCLC STEM educator, you will be helping your students use their creativity, curiosity, and analytical thinking while utilizing the engineering design process (EDP). Solving problems using the EDP will be key to the success of the future engineering workforce at the National Aeronautics and Space Administration (NASA).

During this ***Parachuting Onto Mars EDC***, students will work in teams to design a device to slow down the descent of a spacecraft or probe for a successful landing, while protecting its cargo. At the conclusion, your students will be required to articulate the steps taken in the engineering design process in a team video that they create.

This educator guide is designed to provide you with instructional support as you plan and conduct the challenge. It includes relevant background information, step-by-step instructions, reflective data sheets, and a concise rubric to assess student learning. You will be expected to use all of the included materials with your students, however, you can adapt the pacing guide to fit your instructional schedule. This guide is organized into the following sections:

1. **Introductory materials**.—Includes the alignment to national science and mathematics standards, an overview of the challenge and the EDP, a recommended pacing guide, and a checklist that outlines everything you will need to do to facilitate the challenge.
2. **Correlation to NASA**.—Provides a description of how the challenge is aligned to authentic NASA missions, research, and careers.
3. **Educational support**.—Provides additional content information about the NASA mission and research related to the EDC along with suggested strategies for adapting this EDC to a specific learning environment.
4. **Instructional procedure**.—Provides step-by-step instructions for educators to use throughout the challenge. Assessment tools are included for you to monitor student understanding at each step of the challenge.
5. **Student challenge journal**.—Contains tools to guide students through the EDP and writing prompts to ensure students document each step of their work.

Additional information and resources to facilitate the challenge are located on the NASA STEM Challenges Web site (http://y4y.ed.gov/stemchallenge/nasa). The EDC team is also available to answer your questions directly through the Help Desk included on the NASA STEM Challenges Web site. NASA supports educators who play a key role in preparing students for careers in STEM fields through engaging content. Thank you for helping us share this learning experience with your students.

Engineering Design Challenge Team

U.S. Department of Education
NASA Office of Education

# Introductory Materials

# Standards Addressed

## Next Generation Science Standards

**Science and Engineering Practices**

1. Asking questions and defining problems
2. Developing and using models
3. Planning and carrying out investigations
4. Analyzing and interpreting data
5. Using math and computational thinking
6. Constructing explanations and designing solutions
7. Engaging in argument from evidence
8. Obtaining, evaluating, and communicating information

**Engineering Design**

**MS-ETS1-1.** Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions.

**MS-ETS1-2.** Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.

**MS-ETS1-3.** Analyze data from tests to determine similarities and differences among several design solutions to identify the best characteristics of each that can be combined into a new solution to better meet the criteria for success.

**MS-ETS1-4.** Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved.

**ISTE NETS and Performance Indicators for Students**

Critical thinking, problem solving, and decision making

a. Identify and define authentic problems and significant questions for investigation
b. Plan and manage activities to develop a solution or complete a project
c. Collect and analyze data to identify solutions and/or make informed decisions
d. Use multiple processes and diverse perspectives to explore alternative solutions

# The Engineering Design Challenge

### Background

*Figure 1.–Artist rendering of the Low-Density Supersonic Decelerator.*

As NASA plans new robotic missions and human expeditions to Mars, it becomes more important for the spacecraft that carry payloads be able to accommodate heavier and larger payloads to support an extended stay on the Martian surface. NASA has been using a parachute-based deceleration system since the Viking Program put two landers on Mars in 1976. The current system technology will not sufficiently slow the larger, heavier landers from the supersonic speeds of atmospheric entry to land safely on the Martian surface and NASA is currently developing the Low-Density Supersonic Decelerator (LDSD).

### The Challenge

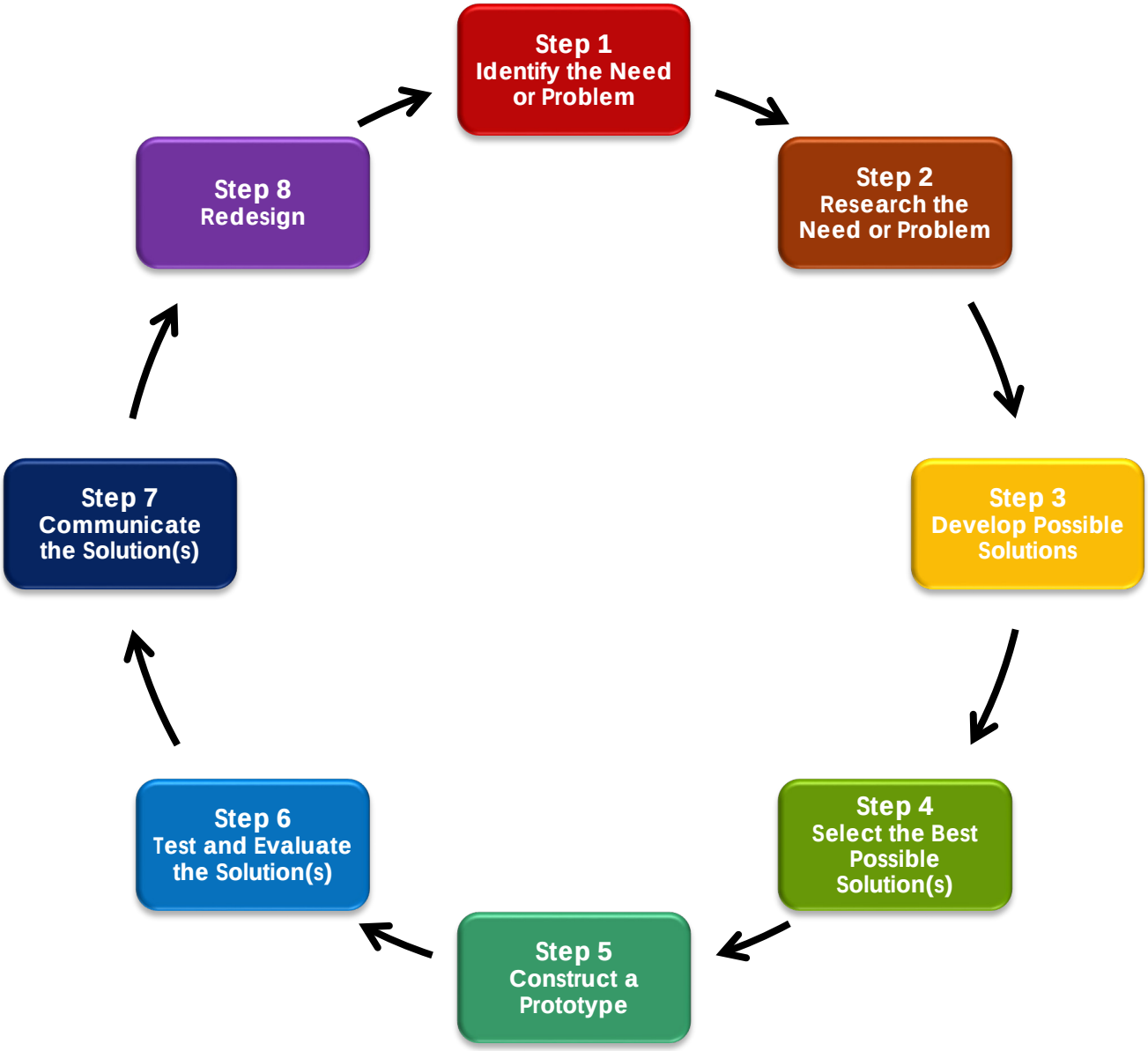
Because spacecraft that land on the surface of Mars travel at extremely high speeds, they need some sort of drag device to slow the spacecraft down to prevent them from crashing into the planet and becoming damaged. As missions increase in complexity, landers and rovers become heavier and require even more effective drag devices. Engineers must work with the limits (or constraints) of mass, weight, and space on a rocket to successfully accomplish the mission.

### Criteria and Constraints

1. Only the materials provided can be used for the drag device.
2. The drag device must connect to a team-built cargo bay that is assembled using the template provided in the student journal section.
3. The overall mass cannot exceed 50 grams.
4. The drag device must have angled or round edges; one big circle is not allowed.
5. The cargo bay should be protected by the device when it is dropped from a height of 1, 2, and 3 meters.

Student teams will follow the eight steps in the EDP to complete the challenge.

## The Engineering Design Process




*This Engineering Design Process model was adapted from the Massachusetts Science and Technology/Engineering Curriculum Framework (published October 2006,* http://www.doe.mass.edu/frameworks/scitech/1006.pdf*).*

# The Engineering Design Process

**STEP 1: Identify the Need or Problem**.—Working in teams, students state the problem in their own words.

**STEP 2: Research the Need or Problem.** —Teams use resources, from the Internet, the library, or discussions with subject matter experts (SMEs), to examine how this problem is currently being solved or how similar problems are being solved.

**STEP 3: Develop Possible Solutions**.—Team members draw on their mathematic and scientific knowledge to brainstorm all the possible ways that they might solve the problem. They choose the most promising options and refine their solution by quickly sketching in two or three dimensions. Labels and arrows should be included to identify parts.

**STEP 4: Select the Best Possible Solution(s)**.—Team members share their ideas and answer questions from the other team members. Each team discusses and records strengths and weaknesses from each design. They determine which solutions best meets the original need or solves the original problem, possibly including features from more than one design. The team writes a statement that describes why they chose the solution.

**STEP 5: Construct a Prototype**.—Team members construct a full-size or scale model of the selected solutions in two or three dimensions. The educator helps to identify and acquire appropriate modeling materials and tools.

**STEP 6: Test and Evaluate the Solution(s)**.—Teams test their prototypes to determine how effectively they solved the need or problem. Data are collected to serve as evidence of their success or need for improvement.

**STEP 7: Communicate the Solution(s)**.—Team members record and share what they learned about their design based on testing. Teams make a presentation that includes how their solution(s) best solved the need or problem and any improvements that could be made. They could ask students from other teams to review the solution and help identify changes.

**STEP 8: Redesign**.—Team members consider modifications to their solution(s) based on the information gathered during the tests and presentation. Teams review the original need or problem to ensure their modifications still meet the necessary criteria and constraints, and restart the EDP cycle.

# Pacing Guide

The engineering design challenge (EDC) must be completed by students within the designated time frame. You are encouraged to adjust the pace to meet your student needs and learning environment. Visit the NASA STEM challenges Web site (http://y4y.ed.gov/stemchallenges/nasa) for a list of important challenge dates and submission deadlines.

We estimate the total instructional time needed to complete the entire challenge will be between 20 and 35 hours and approximately 3 hours of instructional time will be required to complete the activities listed for each week. The engineering design process (EDP) is cyclical. Feel free to structure the sessions to fit your needs based on your students and available time. You should establish a schedule that is flexible enough to allow your students to move from step to step as needed. It is possible that teams may need to loop back to an earlier step and rework their designs. The following table can be used as a guide for implementation. Activities may take more or less time depending on student readiness and depth of inquiry.

| EDC Week | EDP Step | Actions |
|---|---|---|
| Pre-Challenge | Pre-EDP | Attend training and order materials |
| Week 1 | Step 1<br>Step 2 | Identify the Need or Problem<br>Research the Need or Problem |
| Week 2 | Step 2<br>Step 3 | Research the Need or Problem<br>Develop Possible Solutions |
| Week 3 | Step 3<br>Step 4 | Develop Possible Solutions<br>Select the Best Solution |
| Week 4 | Step 5<br>Step 6 | Construct a Prototype<br>Test and Evaluate the Solutions |
| Week 5 | Step 7<br>Step 8<br>Step 5 | Communicate Solutions<br>Redesign<br>Rebuild |
| Week 6 | Step 5<br>Step 6 | Rebuild<br>Test and Evaluate Solution |
| Week 7 | Step 7<br>Step 8 | Communicate Solutions (compare iterations)<br>Redesign (recommendations for the future) |
| Week 8 | Post-EDP | Create and upload student videos |

# Challenge Checklist

**Prior to the Challenge**

Things to download, print, review, and copy.

- ❑ 1. Download and review the presentation slides for students.
- ❑ 2. Download, print, and review the Video Criteria and Rubric. Make a copy for each team of students.
- ❑ 3. Download, print, and review the Educator Guide, Parachuting Onto Mars. Print the Student Journals for each team.
- ❑ 4. Download or bookmark the introductory video "Telling Our Story with Video" and any other videos needed for your presentation.
- ❑ 5. Download and review the Technical Requirements for the Video Production Page.
- ❑ 6. Download, review, and print enough media release forms for each student.

Things to schedule, set up, or test.

- ❑ 1. Review the online Event Schedule and select at least one live event for students to interact with a NASA subject matter expert.
- ❑ 2. Gather and organize materials from the materials list for each activity.
- ❑ 3. Test your technology setup to make sure students can see and hear videos, slides, etc.
- ❑ 4. Identify a testing area or testing table that will provide a space for the students to safely test their models and designs.
- ❑ 5. Check your video or digital cameras to ensure they are fully charged and have enough memory or tape for recording challenge activities.

**During the Challenge**

- ❑ 1. Distribute media release forms to each participating student and set a due date for return.
- ❑ 2. Ask each group of students to come up with a unique team name.
- ❑ 3. Use the presentation slides for students to lead the students through the challenge.
- ❑ 4. Encourage each team to take pictures and video throughout the challenge for use in their final video.
- ❑ 5. Help students prepare questions and information to share with NASA subject matter experts during the live event.
- ❑ 6. Participate in one or more live events.

**After the Challenge**

- ❑ 1. Review Video Criteria, Rubric, and "Telling Our Story with Video" with students.
- ❑ 2. Assist students as they plan and create their final video.
- ❑ 3. Upload student video submissions.
- ❑ 4. Allow enough time to send a separate email with entry information and media release forms for each video by _____. Participate in evaluation of the 21CCLC program.

# NASA Connection

# NASA

**Why We Explore**

Humanity's interest in the heavens is universal and enduring. Humans are driven to explore the unknown, discover new worlds, push the boundaries of scientific and technical limits, and then push further. Society has benefited for centuries because of our desire to explore and challenge the boundaries of what we know.

Human space exploration helps to address fundamental questions about our place in the universe and the history of our solar system. By addressing the challenges related to human space exploration, we expand technology, create new industries, and help to connect peacefully with other nations. Curiosity and exploration are vital to the human spirit and accepting the challenge of going deeper into space we invite the citizens of the world today and the generations of tomorrow to join NASA on this exciting journey.

The United States is a world leader in the pursuit of new frontiers, discoveries, and knowledge. The National Aeronautics and Space Administration, more commonly known as NASA, has sent people to land on the Moon, sent spacecraft to the Sun and almost every planet in the solar system, and launched robotic explorers to travel beyond the solar system. NASA's vision is to reach for new heights and reveal the unknown for the benefit of humankind.

NASA was formed in 1958, and has a history of unique scientific and technological achievements in human space flight. From John Glenn's 1962 orbit around the Earth in *Mercury* Friendship 7 through the Apollo missions, the space shuttle years, to today's orbiting International Space Station (ISS), NASA is on the forefront of manned space flight. NASA's newest and most advanced human spacecraft, *Orion*, will usher in a new era of space exploration. *Orion* will serve as the exploration vehicle that will carry the crew to space, provide emergency abort capability, sustain the crew during space travel, and provide safe re-entry from deep space.

*Orion* was tested in December 2014 in a successful uncrewed orbital flight test. It will be launched on a heavy-lift cargo rocket, the Space Launch System (SLS), the most powerful rocket ever built. *Orion* will be sent to near-Earth asteroids, our own Moon, the moons of Mars, and eventually to Mars itself.

NASA's future success and global leadership will be determined primarily by the investments and innovations we make in scientific research, technology, and our workforce today. NASA's focus has always been, and will always be, to discover, invent, and demonstrate new technologies, tools, and techniques that will allow the United States to explore space while improving life on Earth.

# STEM Careers at NASA

**What is an engineer?**

Engineers are at the heart of every engineering design challenge. Engineers are people who design and build things that we use every day. The following video will explain the role of an engineer and can be shared with your students. https://www.youtube.com/watch?v=wE-z_TJyzil. After viewing the video, ask the students to describe what an engineer does.

*Figure 2.—Aerospace Engineer Chris Randall tests rocket parts and life support systems to ensure they work as planned. (NASA)*

After viewing the video, have students discuss what they learned about what engineers do. **An engineer is a person who works on a team to solve a problem that humans want to solve or make better**. Examples of NASA-engineered products and services follow.

*Figure 3.—Simulation System Engineer Debbie Martinez works on developing general aviation flight simulation software. (NASA)*

- **Transportation**.—NASA engineers work with companies to design and develop aircraft that are safer, quieter, lighter, and more fuel efficient and reliable.
- **Public Safety**.—Environmental engineers at Johnson Space Center developed a new simplified version of a bacteria test that astronauts can use on the ISS. The same test is now being used to help rural communities monitor their water supplies for contamination. A software phone app has been developed to make this information public.
- **Consumer Goods**.—NASA engineers developed light-emitting diode (LED) lighting for life on the ISS. The LED lighting is used to stimulate energy and focus as well as help crew members relax. LED lighting is now used in numerous homes, hotels, and resorts.
- **Food processing control**.—NASA engineers worked with food production companies to create a process to identify the critical points where food could be contaminated.
- **Information Technology**.—NASA engineers worked with Massachusetts Institute of Technology (MIT) to develop a program that highlights the most reliable combinations of technologies for crewed missions to Mars. This program is now used to help homebuilders choose cost- and energy-efficient floor plans and materials.

It is important for young children to understand and to relate to what an engineer does to benefit and improve society. It is equally important to address misconceptions about who can be engineers. Men and women of all races, ethnicities, and walks of life choose to become engineers. Examples of this and NASA career profiles can be explored at https://www.nasa.gov/audience/forstudents/careers/profiles/index.html.

**What is the engineering design process (EDP)?**

***A cycle of steps that teams of engineers use to guide them as they work to solve a problem.*** The EDP is a cycle that leads to the development of a new product or system. The cycle repeats and continuously refines and improves the product or system. During this challenge, students should complete each step and document their work as they develop and test their design. To do this, students need to perform each of the steps in the EDP and repeat the cycle, as often as time and resources allow, to develop the best end product. On repeat iterations of the cycle, some steps will only need to be briefly revisited to confirm that teams are still on track. Other steps will need to be completely redone.

Students who are new to the EDP will probably be introduced to unfamiliar concepts. Students may or may not have heard such words as "criteria" or "constraints," which are commonly associated with engineering design. You may want to immerse students in the vocabulary and use simple explanations.

For example,

- **Criteria** are what your solution **must** do.
- **Constraints** are what your solution **must not** do.

Like the EDP, the significance of the words can be refined as students repeat the process and build a deeper understanding of what they are doing.

**What is an engineering design challenge?**

***An educational activity that helps students understand the EDP by solving problems just like real engineers would.*** Students are presented with a challenge or problem and, using the EDP, work in teams to complete activities and experiments to develop solutions to the original problem. These challenges facilitate teamwork, problem solving, and brainstorming ideas like real-world engineers encounter.

# Information for Educators

# Challenge Background Information

### Mars

Mars is the fourth planet from the Sun, and approximately 228 million km from it. Mars is the next planet beyond Earth and is about one-half the size of Earth. Known as the "Red Planet," Mars gets its red color from the iron in its soil.

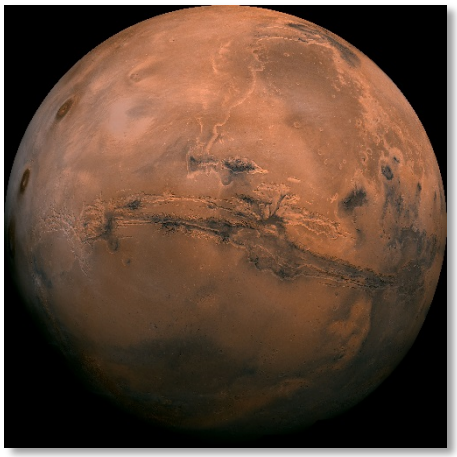


*Figure 4.—Photograph pieced together from 102 Viking Orbiter images of Mars. (NASA)*

Mars is very cold and has an average temperature of –62° Celsius, far below the freezing point of water. Its rocky and dusty red surface is covered with canyons, inactive volcanoes, and craters. Although the Martian atmosphere is considerably different than Earth's, Mars does have clouds, wind, and dust. NASA scientists recently confirmed that water is flowing on the surface of Mars today.

The characteristics of Mars and Earth are very different. The gravitational pull on Mars is less than the gravity on Earth meaning that a rock dropped on Mars would fall more slowly than a rock dropped on Earth. Another example is a person who weighs 100 pounds on Earth would weigh only about 37 pounds on Mars because of the reduced gravity. The atmosphere of Mars is about 100 times thinner than Earth's, which makes it very difficult for NASA to land spacecraft on the surface. The Martian atmosphere has much less oxygen and far more carbon dioxide than the Earth's atmosphere.

### How is NASA Exploring Mars Today?

The spacecraft that are orbiting Mars today are using tools to collect scientific information like temperature and the kinds of minerals on Mars. The spacecraft are taking images and searching for water.

NASA has also landed rovers named Sojourner, Spirit, Opportunity, and Curiosity on the surface of Mars. They are robots that move around taking images, conducting scientific experiments, and collecting data about the planet's soil and rocks.

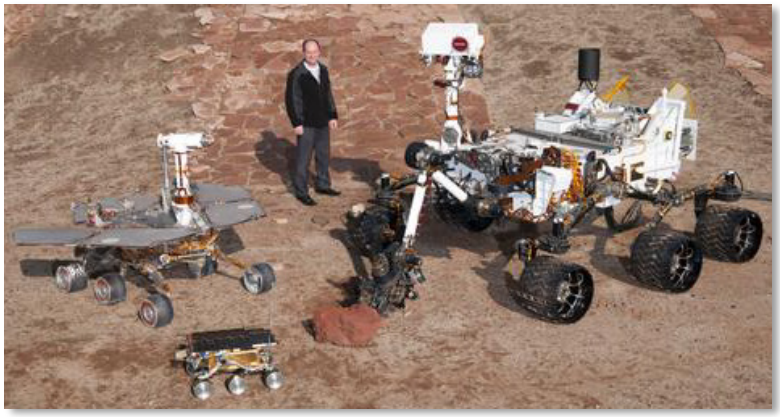


*Figure 5.—Replicas of successful Mars rovers, showing size relation. (NASA)*

NASA uses the images and information gathered by the orbiting spacecraft and rovers on the surface to help determine if life

could ever have existed on Mars. Opportunity and Curiosity are still providing images and data to NASA.

**How will NASA explore Mars in the future?**

NASA is working to send astronauts to the Red Planet. To accommodate heavier loads needed for longer missions, NASA continues to develop drag devices to safely land the spacecraft on the Martian surface. NASA plans to send more robots to Mars to collect Martian soil and rocks with a goal of returning them back to Earth to be studied.

**How do spacecraft land on the Martian surface?**

Devices that slow down moving objects by creating drag come in many shapes, sizes, and materials. NASA has used a basic parachute design as a drag device to land vehicles on the surface of Mars since the Viking Program in 1976.

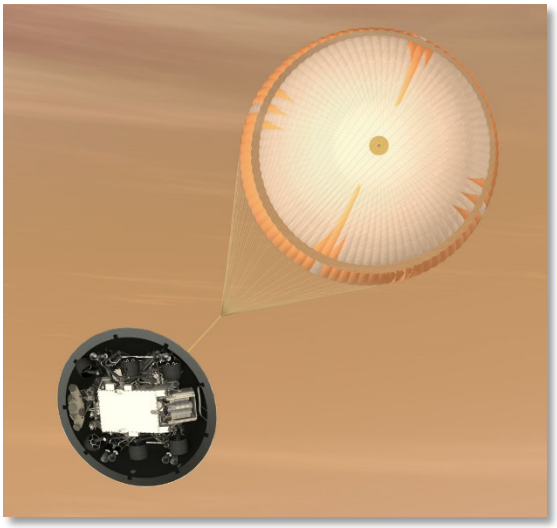


*Figure 6.—An artist's concept of the Mars Science Laboratory Curiosity rover parachute system.*

To conduct advanced exploration missions and safely land heavier spacecraft on Mars in the future, NASA must improve the technology of decelerating (slowing down) large payloads traveling at supersonic speeds. NASA is developing new large, sturdy, and lightweight systems to deliver next-generation rovers and landers on Mars. These new technologies will be able to slow larger, heavier landers down from the supersonic speeds to slower speeds that are necessary for a safe landing on Mars.

NASA is currently designing two new devices as part of the Low-Density Supersonic Decelerator (LDSD) Technology Demonstration Missions. The two devices are supersonic inflatable aerodynamic decelerators—large, durable, balloon-like pressure vessels that inflate around the entry vehicle and will slow down the capsule. A third device, one that NASA has used for years, is a large parachute intended to further slow the entry vehicle. Together these drag devices can increase payload delivery to the surface of Mars, depending on which inflatable decelerator is used in combination with the parachute.

To learn more about the LDSD see
http://www.nasa.gov/multimedia/videogallery/index.html?media_id=160723121
http://www.nasa.gov/mission_pages/tdm/ldsd/index.html

NASA's Mars Exploration Web site—http://mars.nasa.gov
Mars Science Laboratory (MSL) Curiosity rover Web site—http://mars.jpl.nasa.gov/msl/

# Strategies and Tips

Before the first student session, several setup procedures need to be completed. During each step of the challenge, the student teams will need to have

1. Access to computers to complete their research
2. Construction materials to build their prototypes
3. Testing areas to collect data describing their designs

**Room Setup**

The setup of the instructional space (classroom, library, or cafeteria) is almost as important as the challenge itself. A good setup will allow student teams to work together without disrupting each other and to help make sure that the materials needed to complete the EDC are close at hand.

Teams will need plenty of room, especially when building and testing their designs. It may be helpful to consolidate building materials and tools at a table placed either centrally or off to one side of the room so that team areas do not get cluttered during planning steps.

Students should have access to the Internet so that they can conduct their research and investigate questions. There also needs to be a designated testing area where student teams can test and collect data about their prototypes. Make sure to consider safety when selecting a testing area, especially for tests that involve dropping or throwing things.

Differentiated instruction are strategies educators use when responding to varying degrees of student needs and readiness in the classroom. To do this, educators differentiate by modifying the content (what is being taught), the process (how it is taught), and the product (how students demonstrate their learning).

# Team Building

Begin by dividing students into teams of no more than four to give all students an opportunity to contribute. By working as a member of a team, students develop skills such as trust, cooperation, and decision making. Working as a team member, however, can be challenging for some students. The following exercises are recommended to help teams begin to work together effectively.

*Figure 7.—The Apollo 11 patch with an Eagle landing on the Moon (foreground) and a view of the Earth (background. (NASA)*

**Establish a team name**.—Many NASA teams are named based on the work they do.

**Design a mission patch**.—Teams that work on NASA missions and spacecraft are unified under a mission patch designed with symbols and artwork to identify the group's mission.

**Create a vision statement**.—This is a short inspirational sentence or phrase that describes the core goal of the team's work. NASA's current Vision statement is "*To reach for new heights and reveal the unknown so that what we do and learn will benefit all humankind.*"

As students begin to work together, their individual strengths will become apparent. Students can volunteer or be assigned tasks or responsibilities that are vital to completing the challenge. Team jobs can also be rotated throughout the team members to give all students an opportunity to improve their team skills. The following list includes examples of jobs that student teams will need to complete. Feel free to come up with others and remember that all team members should serve as builders and engineers for the team.

**Design engineer**.—Sketches, outlines, patterns, or plans the ideas the team generates

**Technical engineer**.—Assembles, maintains, repairs, and modifies the structural components of the design

**Operations engineer**.—Sets up and operates the glider to complete a test

**Technical writer/videographer**.—Records and organizes information, data, and prepares documentation, via pictures and/or video to be reported and published

# Vocabulary

It is not enough to only build a design to solve the challenge. Students will also need to clearly and accurately communicate their questions and their solutions using STEM vocabulary. Educators can determine the best approach for use of the vocabulary with students. For this challenge, the most relevant words are as follows:

**Aerodynamics**.—The qualities of an object that affect how easily it is able to move through the air

**Capsule**.—A pressurized modular compartment of an aircraft or spacecraft, designed to accommodate a crew or to be ejected

**Cargo**.—Freight carried by an aircraft or other transportation vehicle

**Constraints**.—The limits placed on the design due to available resources and environment

**Criteria**.—Standards by which something may be judged or decided

**Decelerator**.—A mass or object that decreases the speed of another object

**Descent**.—The downward incline or passage of an object

**Drag**.—The force opposite of thrust; it slows objects down in the atmosphere

**Exploration**.—The act of investigating systemically an objective for the purpose of discovery

**Fragile**.—Easily broken or damaged

**Gravity**.—The force that attracts a body toward the center of the Earth, or toward any other physical body having mass.

**Inferring**.—To conclude from evidence rather than from definitive statement of fact

**Iteration**.—One cycle of a repetitive process

**Launcher**.—A device for firing rockets

**Mass**.—A unified body of matter without any specific shape

**Model**.—A small object, usually built to scale, that represents another larger object

**Observation**.—The act of noting and recording something with an instrument

**Orbit**.—The path of a celestial body or artificial satellite as it revolves around another object

**Payload**.—Things carried by a spacecraft

**Robotics**.—The study and application of a mechanical device that works automatically or by remote control

**Template**.—A pattern used to guide in making something accurately

**Thrust**.—Force that opposes gravity

**Volume**.—The quantity of three-dimensional space enclosed by some closed boundary, for example, the space that a substance (solid, liquid, gas, or plasma) or shape occupies or contains

**Weight**.—The force on an object due to gravity

Not all students may be familiar with the vocabulary terms. Educators will need to determine which words require additional explanation and design instructional activities and lead student discussions to demonstrate student understanding of the scientific concepts found within the challenge. Some common instructional activities for building vocabulary include

- Flip books
- Charts
- Manipulatives
- Word charades
- Word drawings
- Restate definitions in own words
- Think-pair-share/elbow reading
- Concept maps
- Classify terms
- Create analogies
- Graphic organizers
- Word sort

# Instructional Procedures

# The Engineering Design Challenge

The following pages will help you guide your students through the challenge. Note that both the educator guide and the Student Journal are organized to align with each step of the engineering design process. For example, if you are in Step 4 of the EDP in the instructional pages, the students will be in Step 4 of the Student Journal.

*Figure 8.—Artist rendering of the Low-Density Supersonic Decelerator. (NASA)*

### Background

As NASA plans new robotic missions and human expeditions to Mars, it becomes more important for the spacecraft that carry payloads be able to accommodate heavier and larger payloads to support an extended stay on the Martian surface. NASA has been using a parachute-based deceleration system since the Viking Program put two landers on Mars in 1976. The current system technology will not sufficiently slow the larger, heavier landers from the supersonic speeds of atmospheric entry to land safely on the Martian surface and NASA is currently developing the Low-Density Supersonic Decelerator.

### The Challenge

Because spacecraft that land on the surface of Mars travel at extremely high speeds, they need some sort of drag device to slow the spacecraft down to prevent them from crashing into the planet and becoming damaged. As missions increase in complexity, landers and rovers become heavier and require even more effective drag devices. Engineers must work with the limits (or constraints) of mass, weight, and space on a rocket to successfully accomplish the mission.

### Criteria and Constraints

1. Only the materials provided can be used for the drag device.
2. The drag device must connect to a team-built cargo bay that is assembled using the template provided in the student journal section.
3. The overall mass cannot exceed 50 grams.
4. The drag device must have angled or round edges; one big circle is not allowed.
5. The cargo bay should be protected by the device when it is dropped from a height of 1, 2, and 3 meters.

# Step 1: Identify the Need or Problem

During this step, students will identify what the engineering problem is and begin to think about how it can be solved.

**Preactivity Setup**

Prepare a plastic bag filled with 28 grams of washers, marbles, or pennies for each team. This will serve as a simulated payload that will go into the capsule. Use the payload template at the end of this guide to assemble the capsule. If needed, discuss relevant scientific concepts with students.

A discussion of the rubric with students will provide for a clear understanding of an end product.

**Guiding Questions**

Use the following guiding questions as discussion prompts to focus student understanding

- How can our team design a _____ that will _____?
- What needs to be solved or improved?
- What are we trying to accomplish?

**Instructional Procedure**

1. Review the engineering design process with the students.
2. Show the NASA Beginning Engineering Science and Technology (BEST) video titled "Repeatability" found at https://www.youtube.com/watch?v=-2Az1KDn-YM.
3. Ask students to identify the specific criteria and constraints of the design challenge.
4. Have students fill out Step 1 in the Student Journal.

**Suggestions for Differentiation**

Below are strategies that can be used based on student readiness.

Support:

- Allow students extra time to discuss the challenge itself, the problem that needs to be solved, and how the problem could be solved.
- Introduce criteria and constraints one at a time. Allow student designs to meet one challenge requirement successfully before introducing additional ones.

Complexity:

- Require students to write a letter or an email to a friend as if they were explaining their first job as a newly hired NASA engineer.

# Step 2: Research the Need or Problem

Students can use resources from the Internet, the library, or discussions with experts to examine how this problem or similar problems are currently being solved by NASA. For more information, students can view

- Landing on Mars "Curiosity's Seven Minutes of Terror" Video— http://www.jpl.nasa.gov/video/index.php?id=1090
- "Orion: Trial by Fire" Video— https://www.youtube.com/watch?v=KyZqSWWKmHQ

Students can also conduct research on the NASA Missions Page:

- Low-Density Supersonic Decelerator (LDSD)— https://www.nasa.gov/mission_pages/tdm/ldsd/index.html

**Guiding Questions**

The following guiding questions may be used as discussion prompts to focus student understanding.

- Where can you find more information about the topic?
- What questions would you ask an expert or an engineer who is currently working on this problem?
- Who in our society will benefit from solving this problem?

**Instructional Procedure**

1. Help students answer any questions they have about the challenge. Use the Internet or a school library to research answers.
2. Write down any unanswered questions and save them to ask the NASA subject matter expert (SME) during live connections.
3. Use the Know, Learn, Evidence, Wonder, (KLEW) chart to help students think about what they are learning.
4. Have team members fill out Step 2 in the Student Journal.

**Suggestions for Differentiation**

Below are strategies that can be used based on student readiness.

Support:

- Provide a list of reputable Web resources that students can use
- Arrange a visit to a library
- Pair up students to complete their research together

Complexity:

- Have students provide a properly formatted citation for one or more resources.

# Using a KLEW Chart

**Educator Directions**

The Know, Learn, Evidence, Wonder (KLEW) chart can be used as a starting point for the science investigation. As students complete their research, they can enter their information into each of the chart columns. Students will do the following for each column:

**Know**: Share prior knowledge and experiences related to the EDP. It is important to enter the information into this column accurately so that facts are written down and not scientific misconceptions students may have. Address any misconceptions and clarify them immediately.

**Learn:** Record information found during investigations in this column. This information can be found in videos, online articles, and other sources.

**Evidence:** Record where they got their information and the sources they used to answer their questions.

**Wonder:** Record new questions they are wondering about as they complete their research.

Remember to let students be flexible with their answers and ideas. Questions can be modified at your discretion.

| Know | Learn | Evidence | Wonder |
|---|---|---|---|
| **What do I know about drag devices and space travel?** | **What did I learn about drag devices and traveling into space based on my research?** | **What evidence do I have that supports what I learned about drag devices and space travel?** | **What am I still wondering about the drag devices and space travel?** |
| Students should complete this column before researching about drag devices and space travel. | Students should complete this column after researching drag devices and space travel. | Students should complete this column using supporting information from articles, background information research, direct observation, and SME connections | Students should complete this column as they move through the process to document questions. |

# Step 3: Develop Possible Solutions

Students draw on their mathematic and scientific knowledge to brainstorm all the possible ways that they might solve the problem. They should choose the most promising options, and refine their solution by quickly sketching their ideas in the space provide in Step 3 of the Student Journal. Labels and arrows should be included to identify all the parts of your sketch.

### Guiding Questions

The following guiding questions can be used as discussion prompts to focus student understanding.

- What are all the different ways your team can imagine to solve this?
- What do we need to add to the design?
- What could go wrong if we add to the design?
- Is the team addressing all the criteria and constraints?

### Instructional Procedure

1. Ask each team member to brainstorm and make sketches representing their ideas for a solution. Students need to clearly label and identify each part of their drawing.
2. Each team member should make sure that designs meet all constraints and criteria.
3. Have students sketch their ideas on Step 3 in the Student Journal. You could modify this step and show students the building materials to help visualize their sketch prior to beginning the drawing.

### Suggestions for Differentiation

Below are strategies that can be used based on student readiness.

Support:

- Encourage students to create a series of storyboards rather than a single complete drawing

Additional Complexity:

- Require students to specify measurements (i.e., the hatch will be 1.25 by 2 cm)

# Step 4: Select the Best Possible Solution(s)

During Step 4, student teams should share their ideas and answer each other's questions. Student teams should discuss and record some strengths and weaknesses from each design and determine which solution best meets the original need or solves the original problem. This may include features from more than one design.

### Guiding Questions

The following guiding questions may be used as discussion prompts to focus student understanding.

- What is one strength of each student's individual design?
- Are the strengths in each design related to the criteria and constraints of the challenge?
- Are elements from each team member's design represented in the final design?

### Instructional Procedure

1. Ask each team member to discuss their ideas and drawings with the rest of the team.
2. Have students record the strengths of each of the designs.
3. Have students fill out Step 4 in the Student Journal.

### Suggestions for Differentiation

Below are strategies that can be used based on student readiness.

Support:

- Encourage students to create a series of storyboards rather than one complete drawing
- Have students pick one aspect or characteristic from each team member's drawing to discuss in the group

Complexity:

- Require students to draw one or more parts of the design to scale

**Step 4: Select the Best Possible Solution(s)**

Collaborate with your team to analyze each team member's final drawing using the table below. Based on the team discussions, determine which parts of each design will be used to solve the problem and which features will be included in the final team drawing.

| Design number<br>Designer name | Does this design meet all problem criteria and constraints? | What are the strongest elements of this design? | What needs to be improved? |
|---|---|---|---|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |

# Step 5: Construct a Prototype

Student teams should construct a prototype (model) of the selected best solution. Educators should help identify and acquire appropriate materials and tools to build the model.

**Preactivity Setup**

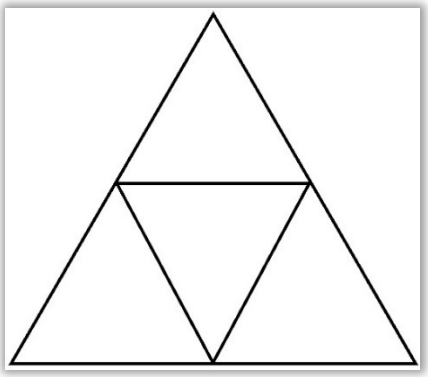
To mirror what engineers do on a daily basis, educators can utilize the budget sheet as an optional activity to add depth to the challenge. Determine a unit cost for each of the materials available and decide the maximum budget each team has to design their prototype. This value can be raised (budget increase) or lowered (budget cut) to adjust the level of challenge difficulty. Teams itemize their budget using the Budget Planning worksheet.

**Guiding Questions**

The following guiding questions may be used as discussion prompts to focus student understanding.

- What resources does your team need to gather?
- What is the plan?
- Who is doing what?

**Instructional Procedure**



1. Ask each team to identify the design that appears to solve the problem.
2. A final diagram of the design should be drawn precisely and labeled with a key.
3. Have each team determine what materials they will need to build their design and assign responsibilities to team members for prototype completion.
4. Be sure to approve the final drawings before building begins.
5. After teams receive their materials to build their prototype, have them complete a budget sheet showing their building material costs.
6. Have teams construct their prototypes using their drawings.
7. Have teams fill out Step 5 in the Student Journal.

**Suggestions for Differentiation**

Below are strategies that can be used based on student readiness.

Supports:

- Give students extra time to use various tactile materials to build the model

Complexity:

- Limit materials (i.e., only 1 meter of duct tape)

# Materials

The following is a suggested list of materials needed to complete this challenge. The quantity will depend on the number of students participating. Alternatives can be used if necessary.

- Digital scale or balance (1)
- Stopwatch (1)
- Measuring tape (1)
- Rulers (1 per team)
- Thin string like embroidery thread or fishing line
- Small sealable plastic storage bag to hold payload inside capsule (1 per team)
- Washers, marbles, or pennies to serve as mass
- Hole reinforcements or stickers with holes punched in them
- Template for capsule (1 for each team)

aluminum foil
balloons
binder clips
bubble wrap
buttons or beads
cardboard or cardstock
clothespins
cloth
coffee filters
cotton balls
craft sticks or tongue depressors
empty paper towel or toilet paper tubes
glue sticks
mini foil pie plates
modeling clay
paper bags
paper clips
pennies
plastic eggs
plastic wrap
rubber bands
scissors
skewers or stirrers
staplers and staples
straws
string
tape (masking, electrical, transparent, duct)

# Budget Planning Worksheet

**Student teams are given a budget sheet like this in the Student Journal:**

The budget planning worksheet is included as a differentiation strategy that can be used with students. Educators have the option of including this aspect into the challenge. While not listed as a constraint, students can benefit by gaining an understanding of how today's engineers and scientists work within budget constraints.

### Suggestions for Differentiation

Below are strategies that can be used based on student readiness.

Support:

- Use one cost (i.e., every material is $0.25)

Complexity:

- Have students use the Internet to determine realistic costs for the materials they are using
- Item costs can be raised (budget increase) or lowered (budget cut)

## Budget Planning Worksheet

**Team Name:**_____

**Directions:** As a team, complete the cost sheet below. Be sure to include all of the materials, quantity, unit cost (determined by your educator), and the total cost to complete your design. Try to keep the cost of your design low while still producing a quality project.

| Line item number | Material | Unit cost | Quantity | Item total |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |
| 14 | | | | |
| 15 | | | | |

**Total cost** _____

# Safety

Safety is a special concern for STEM-based courses and activities. School administrators, teachers, and educators are responsible for providing a learning environment that is safe, up to date, and supportive. Educators should inspect and maintain equipment and tools regularly to ensure they are in proper working condition. Educators should also provide safety instructions to students and supervise them while they are working to ensure that safety procedures are being followed.

Students should

1. Make safety a priority during all activities.
2. Wear safety goggles when conducting the challenge.
3. Use tools and equipment in a safe manner.
4. Demonstrate respect and courtesy for other team members.

Educators should

1. Approve all drawings before students start building their model to ensure safety.
2. Look for potential hazardous combinations of flimsy materials and structures.
3. Be sure resources available to student teams are clean, dry and do not have sharp edges.
4. Make sure all materials are not damaged or in disrepair.
5. Prohibit students from bringing in or using additional materials without prior approval.

# Step 6: Test and Evaluate the Solution(s)

Student teams should test their prototypes to determine how effectively they addressed the need or problem and collect data to serve as evidence of their success or need for improvement.

### Guiding Questions

The following guiding questions may be used as discussion prompts to focus student understanding.

- Did the team collect enough data to analyze the design?
- How did the prototype perform when tested?
- Did the design meet or exceed the criteria and constraints?

### Instructional Procedure

1. Visit each team and test their designs to ensure they meet all challenge criteria and constraints.
2. Have teams fill out Step 6 in the Student Journal.

### Suggestions for Differentiation

Below are strategies that can be used based on student readiness.

Support:

- Encourage students to test only one criteria or constraint at a time rather than all of them at once.

Complexity:

- Create a scatter plot of test results.

## Step 6: Test and Evaluate the Solution(s)

Work with your team to conduct testing on the drag device for each iteration.

Record the mass of the device once it is attached to the capsule. In the data chart record time in seconds for each drag device drop. Advanced students should calculate the speed.

**Iteration 1**

Total mass _____grams

| Drop height | Time in seconds | Speed (cm/sec) | Note any damage after each drop |
|---|---|---|---|
| 1 meter | | | |
| 2 meters | | | |
| 3 meters | | | |

**Iteration 2**

Total mass _____grams

| Drop height | Time in seconds | Speed (cm/sec) | Note any damage after each drop |
|---|---|---|---|
| 1 meter | | | |
| 2 meters | | | |
| 3 meters | | | |

**Iteration 3**

Total mass _____grams

| Drop height | Time in seconds | Speed (cm/sec) | Note any damage after each drop |
|---|---|---|---|
| 1 meter | | | |
| 2 meters | | | |
| 3 meters | | | |

# Step 7: Communicate the Solution(s)

During Step 7, student teams should record and share what they learned about their design based on their tests. Teams will make a presentation to the class that includes how the solution best solved the need or problem and any improvements that could be made. Students may enlist students from other teams to review the solution and help identify changes.

**Guiding Questions**

The following guiding questions may be used as discussion prompts to focus student understanding.

- What did or did not work in the latest iteration of the design? Why or why not?
- What are the pros and cons of this solution?
- Did each team show they used all steps of the engineering design process?

**Instructional Procedure**

1. Ask team members to document and report the results of their designs.
2. Have students identify what changes were made with each iteration of the design, and what the team believed caused the design to succeed or fail.
3. Students should complete the Student Reflection sheet in the Student Journal to help them think about how they completed each step of the engineering design process.
4. Students should use the Team Progress Chart to document progress as they work on their solutions.
5. Teams should use the Student Presentation Organizer to guide them through the creation of the team video.

**Suggestions for Differentiation**

Below are strategies that can be used based on student readiness.

Supports:

- Provide a few basic yes/no questions for students to answer to determine whether their design was successful or not.

Complexity:

- Have students conduct poster presentations and describe their results to other teams.

# Step 8: Redesign

During Step 8, student teams should consider modifying their solution based on the information gathered during tests and presentations. Students should revisit the original need or problem to ensure their modifications still meet the necessary criteria and constraints. Teams should go back to the engineering design process (EDP) and decide at which step they need to start for their redesign.

### Guiding Questions

The following guiding questions may be used as discussion prompts to focus student understanding.

- What design problems did the team identify during testing?
- What did the team do to improve the next iteration of this design?
- What did and did not work?

### Instructional Procedure

1. Ask teams to identify the causes of any problems that were observed during testing and to consider possible modifications to solve these problems.
2. Have teams check their redesigned prototype to make sure it still meets all the criteria.
3. Have teams fill out Step 8 in the Student Journal.
4. From here on, the cycle will repeat with redefined problems and redesigned solutions as often as time and resources allow.
5. Depending on the amount of redesign students put into each iteration, some steps may only need a quick revisit to be sure students are on track while some steps will need to be completely redone. **In those cases, additional copies of cycle step pages should be made and added into the Student Journal.**

### Submit Final Design

For the final design, use documentation from Step 7 in the Student Journal, the Student Presentation Organizer, and the Team Progress Chart to create a video of the design development and final design solution.

# Challenge Rubric

| Engineering Design Process | Exemplary = 3 | Proficient = 2 | Novice = 1 | Not Included = 0 |
|---|---|---|---|---|
| Step 1: We can identify the challenge and the criteria. | Challenge restated and all criteria and constraints described. | Challenge restated with only the challenge criteria. | Challenge story only was stated. | Did not include a description of the challenge or the criteria. |
| Step 2: We can discuss the results of our research and the connections with a NASA subject matter expert (SME). | Three or more facts relating to the challenge were discussed. | Two facts relating to challenge were discussed. | One fact relating to challenge was discussed. | No facts related to the challenge was discussed. |
| Step 3: Each of our team members constructed an original design that demonstrated the challenge criteria. | All criteria and constraints were represented (sketches and photos) in each team member's design. | Two criteria were represented (sketches and photos) in each team member's design. | One criteria was represented (sketches and photos) in each team member's design. | No criteria was represented. |
| Step 4: Our final team design represented elements from each team members original design | The team design includes the best from each member's design to represent the challenge and the criteria. | The team design includes ideas from two team members' design to represent the challenge and the criteria. | The team design includes ideas from one team member's design to represent the challenge and the criteria. | The team was not able to provide a design to meet the challenge and the criteria. |
| Step 5: Our team constructed the model to represent the challenge criteria and constraints. | A model was completed that met all the criteria and the constraints of the challenge. | A model was completed that met only two of the criteria and constraints of the challenge. | A model was completed that met only one of the criteria and constraints of the challenge. | A model was completed that did not meet the criteria or the constraints of the challenge. |
| Step 6: Our team collected and recorded data to test and evaluate solutions of our model. | Data was collected by testing to represent all the criteria and constraints. | Data was collected by testing to represent only two criteria. | Data was collected by testing to represent only one criteria. | No data was collected or testing completed. |
| Step 7: Our team is able to explain a difficult issue of our design and how we solved it. | Difficult issues were explained and their solutions described. | Difficult issues were explained with no solutions offered. | Difficult issue was unclear and no solution presented. | Did not have a difficult issue discussion included. |
| Step 8: Our team made improvements after testing the model. | All improvements to the model were described. | Two improvements were described. | One improvement to the model was described. | No improvements to the model was described. |
| Our team followed the video production process. | All the video requirements and procedures were met. | Not all of the video requirements and procedures were met. | One of the video requirements and procedures were met. | The video requirements and procedures were not met. |

**Team Name:**_____ **Final Team Score:** _____

# Video Production

When each student team has a completed prototype and progressed through all eight steps of the engineering design process (EDP), the team will create and produce a video that describes the process they followed to engineer the challenge solution. The video should answer the following questions:

- How did the team meet the challenge criteria and constraints?
- What happened during each step of the EDP?

**Student Team Video Requirements**

1. All team members must talk in the video.
2. The team must be creative to tell the engineering design process story.
3. The video must be uploaded to the Y4Y Web site.
4. The video must not exceed 5 minutes.
5. Teams must use the following introduction in their script to begin their video: "This is team (team name) and we created a solution to the Parachuting Onto Mars engineering design challenge. Our video title is....."
6. Do not identify the name of any student, teacher, school, group, city, or region in your video.

**Procedure**

Student teams will need to collect all the information, Student Journals, pictures, video clips, and prototypes they used to complete the challenge. The students should be creative when designing their student videos. Encourage them to use whatever technology and video modality in which they feel comfortable. Videos can be skits, posters, interviews, or demonstrations. Each team will

1. Develop a script that the students will read during the video. Each student must have a part of the script assigned to them. The students will complete the Student Presentation Organizer and the Team Progress Chart in the Student Journal.
2. Develop a storyboard or a video that shows the sequence of video elements, the script, and any materials that will show their progress through the EDP (pictures, data charts, and drawings).
3. Identify and discuss the team's experience with all eight steps of the EDP.
4. Explain how they addressed each challenge criteria in their final design prototype.
5. Upload their videos to the Y4Y Web site.

**Student Name:**_____ **Team Name:** _____

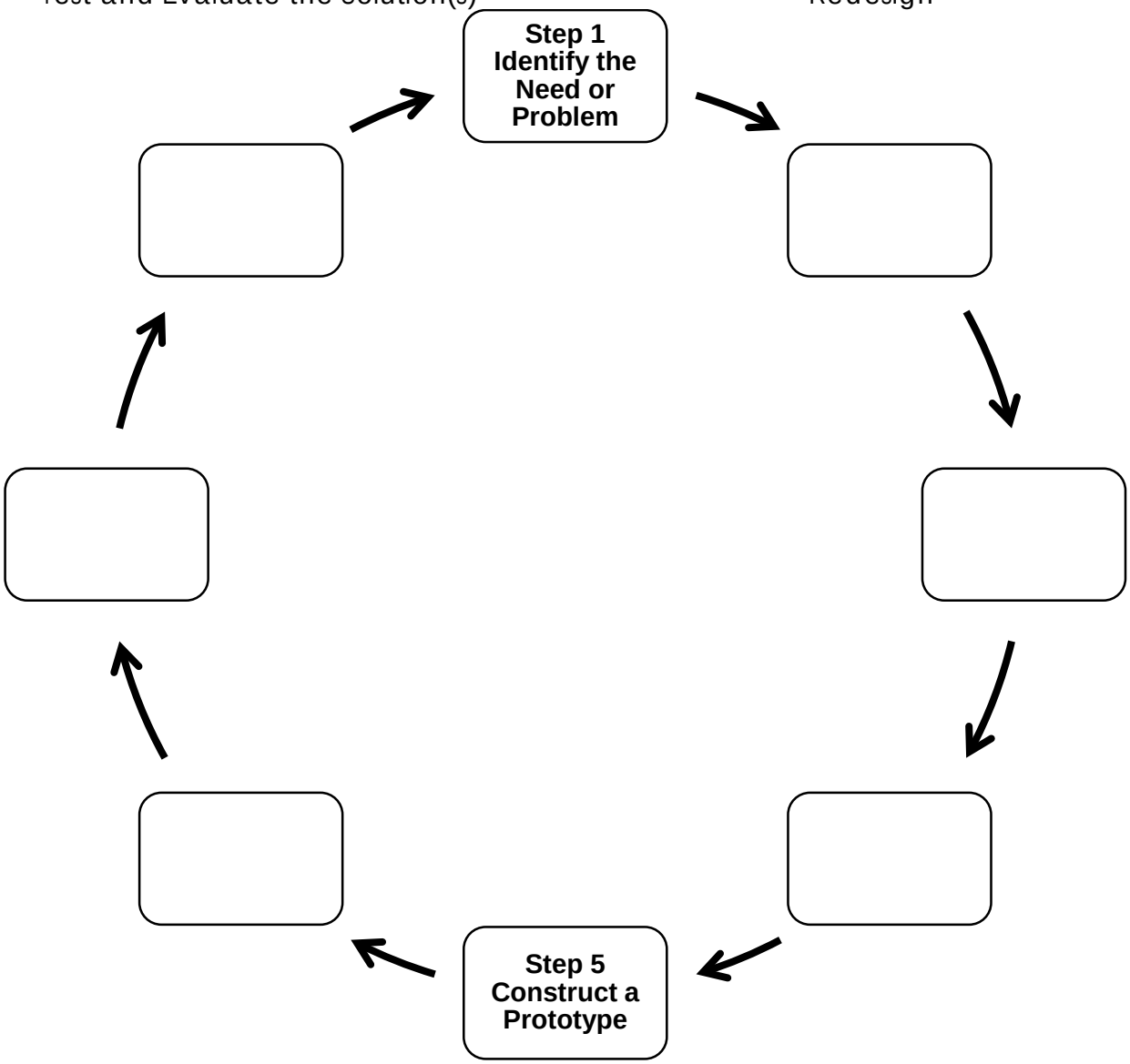
# Student Team Challenge Journal

# Engineering Design Process

**Directions for the Students:** Can you determine the sequence that engineers take to make a completed design? On your own, try to label the steps of the Engineering Design Process. Put the rest of the steps below in order based on the two that have already been filled in for you.

~~Identify the Need or Problem~~
~~Construct a Prototype~~
Research the Need or Problem
Test and Evaluate the Solution(s)

Select the Best Possible Solution(s)
Communicate the Solution(s)
Develop Possible Solution(s)
Redesign



# Step 1: Identify the Need or Problem

**Background**

As NASA plans new robotic missions and human expeditions to Mars, it becomes more important for the spacecraft that carry payloads be able to accommodate heavier and larger payloads to support an extended stay on the Martian surface. NASA has been using a parachute-based deceleration system since the Viking Program put two landers on Mars in 1976. The current system technology will not sufficiently slow the larger, heavier landers from the supersonic speeds of atmospheric entry to land safely on the Martian surface. NASA is currently developing the Low-Density Supersonic Decelerator.

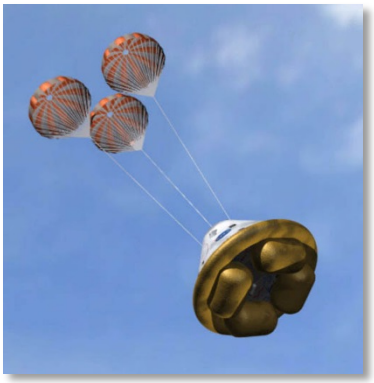


*Figure 9.—Artist rendering of the Low-Density Supersonic Decelerator. (NASA)*

**The Challenge**

Because spacecraft that land on the surface of Mars, travel at extremely high speeds, they need some sort of drag device to slow the spacecraft down to prevent them from crashing into the planet and becoming damaged. As missions increase in complexity, landers and rovers become heavier and require even more effective drag devices. Engineers must work with the limits (or constraints) of mass, weight, and space on a rocket to successfully accomplish the mission.

**Criteria and Constraints**

1. Only the materials provided can be used for the drag device.
2. The drag device must connect to a team-built cargo bay that is assembled using the template provided in the student journal section.
3. The overall mass cannot exceed 50 grams.
4. The drag device must have angled or round edges; one big circle is not allowed.
5. The cargo bay should be protected by the device when it is dropped from a height of 1, 2, and 3 meters.

Based on this information and the challenge introductory video, answer the following questions.

1. Using your own words, restate the problem in the form of "How can I design a _____ that will _____?" Be sure to include all expected criteria and constraints.

_____

_____

2. What general scientific concepts do you and your team need to consider before you begin solving this need or problem?

_____

_____

# Step 2: Research the Need or Problem

Conduct research to answer the following questions related to the challenge problem. Cite where you found your information on the Source(s) lines below.

1. Who is currently working on this or a similar problem today? What solutions have they created? What solutions are they working on currently?

_____

_____

_____

_____

_____

_____

Source(s):

_____

2. What questions would you ask an expert who is currently trying to solve problems like this one?

_____

_____

_____

_____

_____

_____

_____

3. Who in our society will benefit from this problem being solved? How could this relate to everyday use?

_____

_____

_____

_____

_____

_____

Source(s):

_____

# KLEW Chart for Students

**Student Name:**_____ **Team Name:** _____

**This Challenge is** _____

| Know | Learn | Evidence | Wonder |
|---|---|---|---|
| **What do I know about drag devices and space travel?** | **What did I learn about drag devices and traveling into space based on my research?** | **What evidence do I have that supports what I learned about drag devices and space travel?** | **What am I still wondering about drag devices and space travel?** |
| | | | |

# Step 3: Develop Possible Solutions

Sketch your idea in the space below and label each part of your drawing. If you need more space, use a blank sheet of paper.

# Step 4: Select the Best Possible Solution(s)

Collaborate with your team to analyze each team member's final drawing using the table below. Based on the team discussions, determine which parts of each design will be used to solve the problem and which features will be included in the final team drawing.

| Design number<br>Designer name | Does this design meet all problem criteria and constraints? | What are the strongest elements of this design? | What needs to be improved? |
|---|---|---|---|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |

# Step 5: Construct a Prototype

Make a team drawing of your final prototype and have it approved by your educator. Include labels and a key.

**Approved by:**_____

1. Are each of the criteria represented in the final design?

| Criteria | Addressed in final design? |
|---|---|
| 1. | Yes No |
| 2. | Yes No |
| 3. | Yes No |
| 4. | Yes No |
| 5. | Yes No |

2. List what materials the team needs to build the prototype.

_____

_____

_____

3. Determine who in the group is doing what.

| Team member | Responsibility |
|---|---|
| | |
| | |
| | |
| | |

# Budget Planning Worksheet

**Team Name:**_____

**Directions:** As a team, complete the cost sheet below. Be sure to include all of the materials, quantity, unit cost (determined by your educator), and the total cost to complete your design. Try to keep the cost of your design low while still producing a quality project.

| Line item number | Material | Unit cost | Quantity | Item total |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |
| 14 | | | | |
| 15 | | | | |

**Total cost** _____

# Step 6: Test and Evaluate the Solution(s)

Work with your team to conduct testing on the drag device for each iteration.

Record the mass of the device once it is attached to the capsule. In the data chart record time in seconds for each drag device drop. Advanced students should calculate the speed.

**Iteration 1**

Total mass _____grams

| Drop height | Time in seconds | Speed (cm/sec) | Note any damage after each drop |
|---|---|---|---|
| 1 meter | | | |
| 2 meters | | | |
| 3 meters | | | |

**Iteration 2**

Total mass _____grams

| Drop height | Time in seconds | Speed (cm/sec) | Note any damage after each drop |
|---|---|---|---|
| 1 meter | | | |
| 2 meters | | | |
| 3 meters | | | |

**Iteration 3**

Total mass _____grams

| Drop height | Time in seconds | Speed (cm/sec) | Note any damage after each drop |
|---|---|---|---|
| 1 meter | | | |
| 2 meters | | | |
| 3 meters | | | |

# Step 7: Communicate the Solution(s)

It is not enough to just collect data during testing. Scientists and engineers need to interpret the data so that they can convince others that their results are meaningful. This step will help your team keep a log of the design changes through each design and build cycle. Fill out the table below using information from your initial drawing. Record all changes, no matter how big or small.

| Iteration number | What are the key components to your initial prototype? | What do you think caused the design to succeed or fail during testing and why do you think that? |
|---|---|---|
| 1 | | |

All modifications to your design, both major overhauls and minor tweaks, should be recorded below to track the changes you made. After every test phase, complete the table below by describing changes and summarizing what the test results showed.

| Iteration number | What was added, removed, or changed in this iteration of your design? | What do you think caused the design to succeed or fail during testing and why do you think that? |
|---|---|---|
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |

# Step 8: Redesign

This step is designed for your team to summarize each iteration and the modifications that you made to the design. Make sure to use the data collected to explain why your team made the changes.

| Design cycle | What was added, removed, or changed in this iteration of your design? | What do you think caused the design to succeed or fail during testing and why do you think that? |
|---|---|---|
| 1 | | |
| 2 | | |
| 3 | | |

Did your design meet all of the constraints of the original problem during testing? If not, describe what problems your team discovered.

_____

_____

_____

What will you do to try to improve your design based on this data?

_____

_____

_____

How do you predict that these changes will improve the design you just tested?

_____

_____

_____

# Student Reflection Questions

1. Describe any three steps of the engineering design process (EDP).

_____

_____

_____

_____

2. What design change was the most successful from original drawing to final prototype and why did that make a difference?

_____

_____

_____

_____

3. How did the EDP help with your design?

_____

_____

_____

_____

4. Which drag device design properties provided the most reliable results?

_____

_____

_____

_____

5. Which design took the longest time to drop (slowest descent)?

_____

_____

_____

_____

6. How did your team engineer the drag device to slow its decent?

_____

_____

_____

# Team Progress Chart

**Student Name:**_____ **Team Name:** _____

How did your team move through the engineering design process steps?

Document each step your team worked through by writing a short description of the work completed by your team. This will help your team stop, discuss, and decide what to do next in the process. After you finalize your design, use this chart to help explain the steps you took to reach your solution and create the script for your video.

| Step number | Step name | What did you do and why? | Documentation for the video |
|---|---|---|---|
| | | | |
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# Student Presentation Organizer

Organize notes and review the evidence to present in the video your team will be creating below.

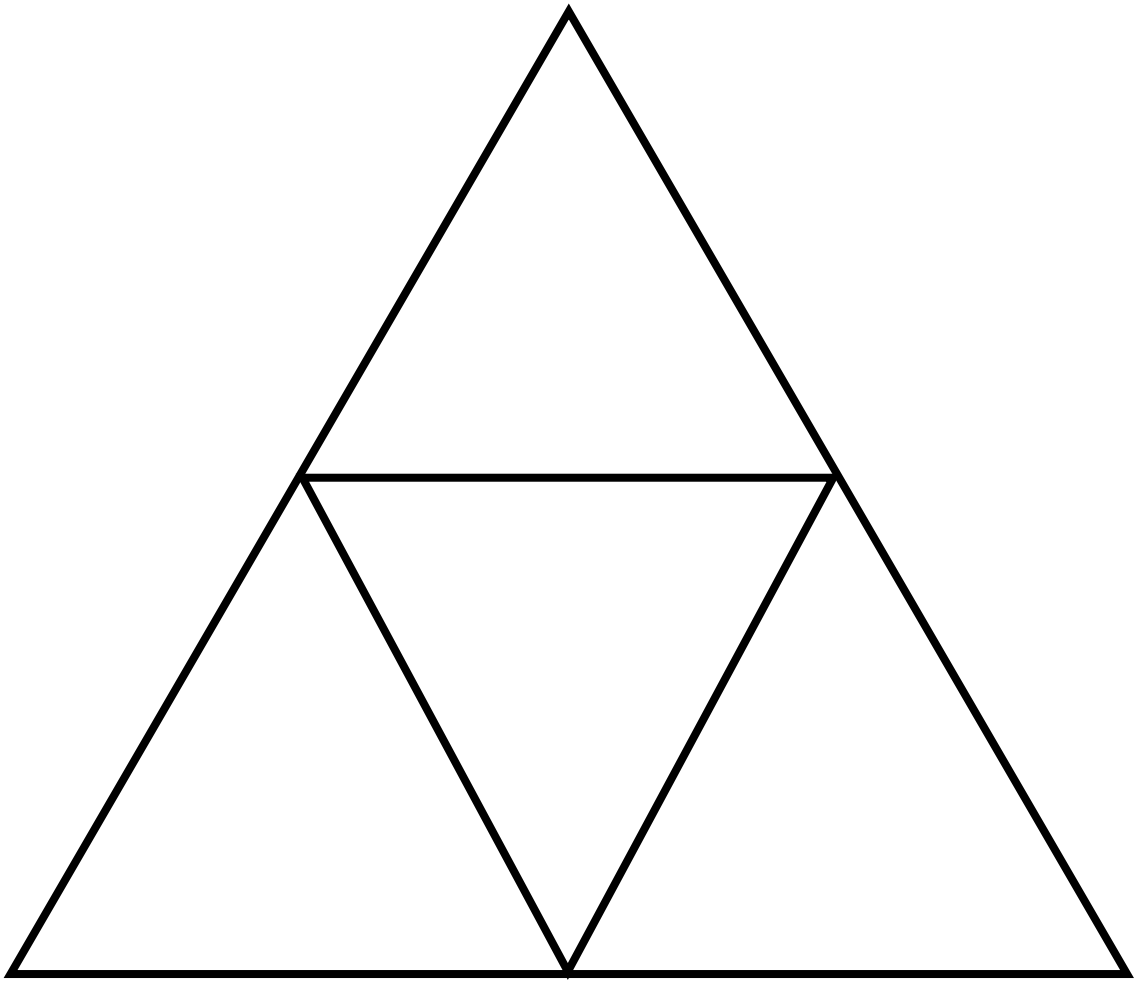
| **Welcome** | **Introduce your team, provide the title of your video, and explain what challenge your team worked on.** | |
|---|---|---|
| **Engineering Design Process Steps** | **Ideas for what should be included in each step of the video** | **Take notes on what your team wants to show and say in the video.** |
| **Step 1: Identify the Need or Problem** | Talk about the problem and the constraints.<br><br>Discuss what constraints will need to be met to solve the problem. | |
| **Step 2: Research the Need or Problem** | Discuss what your team discovered during the research and the connections with a NASA subject matter expert.<br><br>Who did you speak with? What did you learn? Where did you find answers to your questions? | |
| **Step 3: Develop Possible Solutions** | Briefly discuss each team member's original designs and how it contributed to the final design. | |

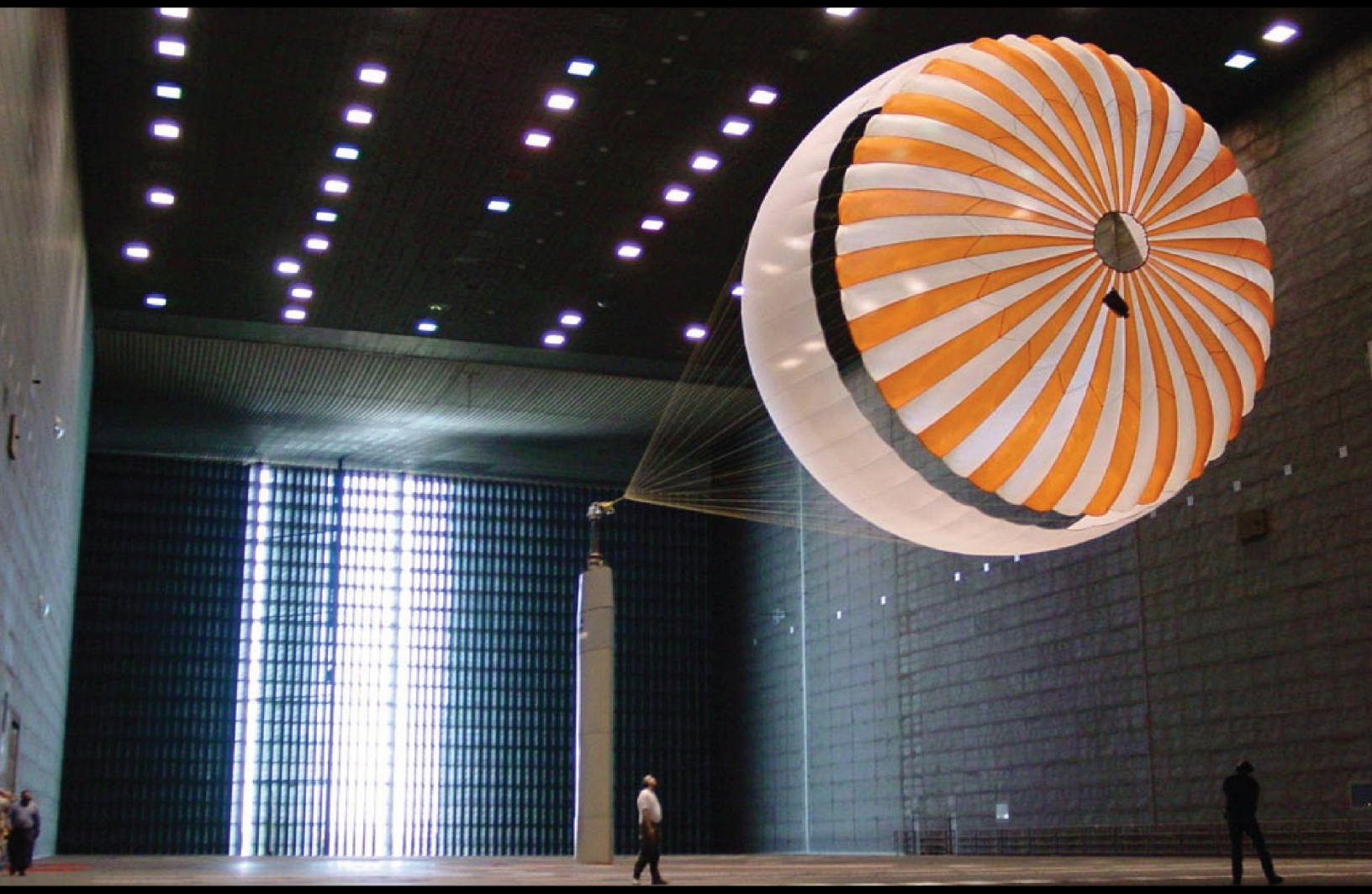
| | | |
|---|---|---|
| **Step 4: Select the Best Possible Solution(s)** | Show what each team member contributed to the original team drawing. | |
| **Step 5: Construct a Prototype** | Show materials used and how you built the prototype. | |
| **Step 6: Test and Evaluate the Solution(s)** | Talk about how your team tested the design including results.<br><br>Discuss strengths and weaknesses of your team's prototype. | |

| | | |
|---|---|---|
| **Step 7: Communicate the Solution** | Talk about your data.<br><br>Was your team able to solve the problem?<br><br>Talk about the most difficult issue your team had to solve and how you solved it. | |
| **Step 8: Redesign** | What design changes did your team make after testing?<br><br>Discuss any further actions your team will take on this problem. | |

**Capsule Template**

Cut out the larger triangle and fold on the inner lines to create a pyramid shape. Put the simulated payload inside the pyramid and tape up the sides. Because you might need to adjust the weight of your capsule during testing, use a minimal amount of tape so it can be opened easily.





"The most important thing we can do is inspire young minds and to advance the kind of science, math, and technology education that will help youngsters take us to the next phase of space travel."

**Senator John H. Glenn, Jr.,**
**NASA Astronaut and United States Senator**

National Aeronautics and Space Administration

**John H. Glenn Research Center**
21000 Brookpark Road
Cleveland, Ohio 44135

**www.nasa.gov**

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