

# MOON, MARS, & BEYOND!

Grades 3 - 5

The year is 2080, and space exploration continues in ways never before imagined. Mission controllers on Mars, monitoring a routine launch from the Moon to the Red Planet, receive word that an exploration vessel has not communicated in five days. It is feared that the ship and its crew are lost somewhere in the outer reaches of our solar system.

Students will have to interact with a Flight Director at Earth Mission Control to learn clues about the location of the lost ship, how long a trip to that location will take, and what supplies will be needed for a roundtrip rescue.



## COMMUNICATION

Manages communications between students and Flight Director



## CARGO

Calculates the amount of food, water and oxygen needed for roundtrip rescue



## NAVIGATION

Locates and plots each outer planet, unknown objects and the spacecraft path



## TRANSMISSION

Decodes messages from lost spacecraft to decipher location clues

**How does the program work?** Challenger provides training and materials; teachers prepare their students to connect via video conferencing software and apply their math, science and essential skills to rise to the challenge of this interactive and exciting simulation.

## MOON, MARS, & BEYOND HIGHLIGHTS

- Highlights math and science
- Teacher training included
- Standards-based lessons
- Easy-to-use technology
- Program materials included
- Digitally delivered to classroom
- 2-hour run time
- \$450

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