



## Challenger's e-Mission™

Moon, Mars, and Beyond is an innovative way to engage students in grades 3-5 in the power of math and science in real-life situations. During the mission students connect live with a flight director at the Challenger Learning Center in Wheeling, WV. With the help of computers, the Internet, and video conferencing equipment, students interact with Earth Mission Control to learn where the lost ship has been reported over the last five days, how far it might be to the ship's location, and whether the supplies for the trip to Mars can support a rescue mission.

**Student astronauts join one of five planet teams: Jupiter, Saturn, Uranus, Neptune, and Pluto. Each team then organizes its members into one of three roles:**

- **Transmissions specialists** receive clues that tell where the lost ship has been spotted over the last five days. Students use their critical thinking skills to track the course of the lost ship and predict its current location.
- **Navigation specialists** use their graphing skills to plot the location of each planet on an X-Y coordinate plane, locate and plot any unknown objects, and create a map of the ship's route.
- **Cargo specialists** use their math skills to figure out how much food, water, and oxygen is required for the rescue with two astronauts making the trip out and four coming back.

## The Curriculum

Throughout this problem-solving process students apply math and reading skills to basic solar system science. Moon, Mars, and Beyond was designed by elementary and middle school teachers, educational researchers, and subject matter experts.

### The program features:

- Complete lesson plans.
- Teacher training, including technology support.
- A live mission with Challenger's Mission Control.

Moon, Mars and Beyond is an interactive method for teachers to effectively use technology in the classroom. Research indicates this way of learning leads to improved problem solving and critical thinking skills and teaches students the importance of teamwork and communication.

For more information contact the Challenger Learning Center at 304-243-8740 or visit <http://www.e-missions.net>

Wheeling Jesuit  
UNIVERSITY



# LOST IN SPACE



## Can students in the Mars Command Center find and rescue the lost ship?

- A ship that just launched from the moon on a routine voyage to Mars receives a distress call.
- Two astronauts in the outer solar system have lost their way, and their communications systems are failing.

The year is 2080, and space exploration continues in ways never before imagined. Mission controllers on Mars monitor a routine launch from the moon to Mars.

Soon after launch Earth Mission Control blasts through with an urgent message. An exploration vessel has not communicated in five days. It is feared that the ship and its crew are lost somewhere in the far reaches of the solar system. Mission Control wants your help.

Students in the Mars Command Center join one of five emergency teams and become one of three specialists: transmissions, navigation, or cargo. The teams work together to find and rescue the lost explorers.

Moon, Mars, and Beyond joins the lineup of innovative distance learning programs offered by the Challenger Learning Center® at Wheeling Jesuit University.

e-Mission™

Moon, Mars, and

**BEYOND!**

Fueled by



Computer Associates®