



Design That!

(Hybrid Format in 2024)

To commemorate the life of Grand Rapids' own Roger B. Chaffee, Grand Valley State University and Grand Rapids Public Museum are co-hosting the eighth annual *Roger That!* symposium on the weekend of **February 16-17, 2024**. We're planning both in-person and virtual activities.

We invite interested 4th – 8th grade students in the greater Grand Rapids area to participate in ***Design That!*** - a design challenge that focuses on four major areas related to space exploration.

Problems to solve:

❖ Humans in Space ❖ Communities in Space ❖ Technology in Space ❖ Life in Space

Examples of things you can do:

- ✓ Explain concepts related to space or space exploration.
- ✓ Write a story or perform a play about space travel or life in space.
- ✓ Design clothing, buildings, or devices for space travel or life in space
- ✓ Build physical devices (robots or models) to be used in space exploration.
- ✓ Create a webpage or computer model relevant to space or space exploration.
- ✓ Discuss historical events in space exploration, such as moon landings and other missions.

How to participate:

1. Select a topic, form a team (recommended size 2-4 students), and do the research on your topic.
2. Student teams can create physical models, write stories, design websites, produce short (3-5 min) videos, or make posters describing their projects. Email us with questions at rogerthat@gvsu.edu.
3. Upload your Design That! submission online by **Friday, February 2, 2024** (link available by mid-January):
 - This includes Project Documentation where you reflect on the following:
 - ✓ Your reason(s) for choosing the problem, your research, and your solution. ✓ Something(s) you learned that surprised you.
 - ✓ The most challenging part of your project.
 - Project documentation may be provided directly using the text boxes on the submission site, or in a separate file you upload to the submission site.

Awards will be based on:

- Project documentation (copy or picture of your poster, your story, video of your play, pictures of any physical models or robots, etc.)
- Project reflection (content, scientific accuracy, grammar, appropriate referencing)
- Innovation (creativity and originality)

Prizes include:

❖ Certificates for each team member ❖ Pizza party for your class ❖ Museum ticket package