Design That!

(Hybrid Format in 2023)

To commemorate the life of Grand Rapids' own Roger B. Chaffee, Grand Valley State University and Grand Rapids Public Museum are co-hosting the seventh annual *Roger That!* symposium on the weekend of **February 10-11, 2023**. 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
- ❖ History of Space Exploration

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 2-6 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 (see below) online by **Friday, February 3, 2023.** https://www.gvsu.edu/rogerthat/design-that-submission-87.htm)**:**
   - 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