



Design That!

Roger goes Virtual for 2021!

To commemorate the life of Grand Rapids' own Roger B. Chaffee, Grand Valley State University and Grand Rapids Public Museum are co-hosting the fourth annual *Roger That!* conference on the weekend of **February 19-20, 2021**.

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
- ❖ Robots in Space
- ❖ Simulations (Virtual Reality) 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 how astronauts use simulations for training

How to participate:

1. Select a topic, form a team (recommended size 2-6 students), and do the research on your topic.
2. Let us know you're interested in participating in ***Design That!*** by **Friday, February 12, 2021**.
3. Email your project reflection and your project documentation (explained below) to rogerthat@gvsu.edu by **Monday, February 15th, 2021**.
4. Student teams will create a short (3-5 minute) video describing their projects to share with attendees. (Instructions on how to do this will be posted shortly, so stay tuned!)

Project Reflection (up to 3 pages including figures and bibliography):

1. A creative title and unique team name for your project
2. Your reason(s) for choosing the topic
3. Your research into the topic
4. The outcome of your project (or solution to your problem)
5. Something(s) you learned that surprised you
6. The most challenging part of your project

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 (if possible) or space-themed prize for your class
- Museum ticket package