

**Science**  
**Space Hazard**  
**RSG & Adventures 1-7**  
**Our Ideas Poster**

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Prep & Setup Guide

# Poster Components

All poster components can be printed on **8.5 x 11" paper**

There are PDFs for:

- **Poster Pages** to build the poster (pages numbered in lower right corner with corresponding adventure(s))
- **Poster Pages** with examples are for educator reference only and not intended to print.
- **Blank Pages** for more space or to build your own poster
- **Blank ¼ page cards** for learners to add additional terms, drawings, ideas
- **Term cards:**
  - Icon-only
  - Term + icon

## Setup

To set up the poster space, you will need a wall or whiteboard area of about **80" Length x 60" Height**

➤ Please see the following pages for setup examples. You may choose alternative layouts to fit your learning environment.

### Poster Pages

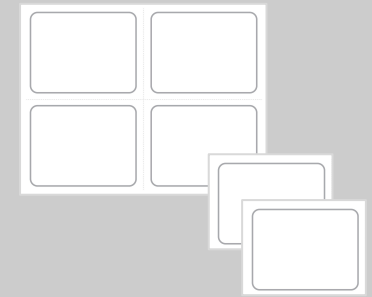


### Term Cards



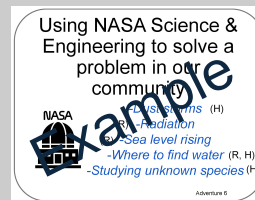
Term + icon

### Blank ¼ page cards

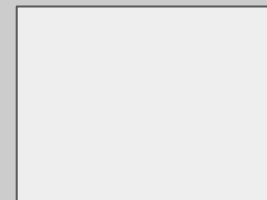


Intended for learner responses

### Poster Pages With Examples



### Blank Pages



For reference only,  
Do not print.

### Other Materials:



Scissors



Masking Tape



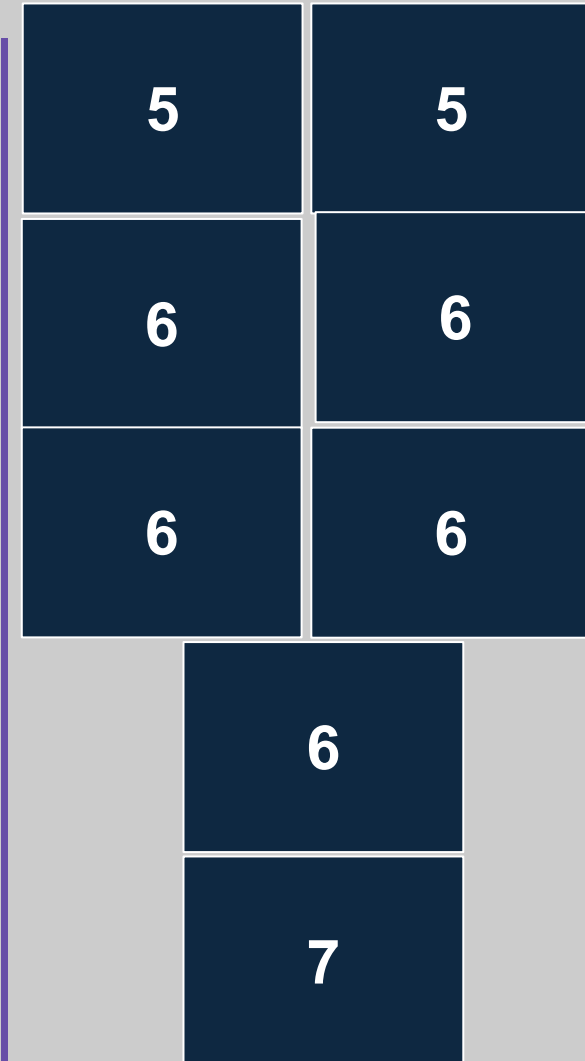
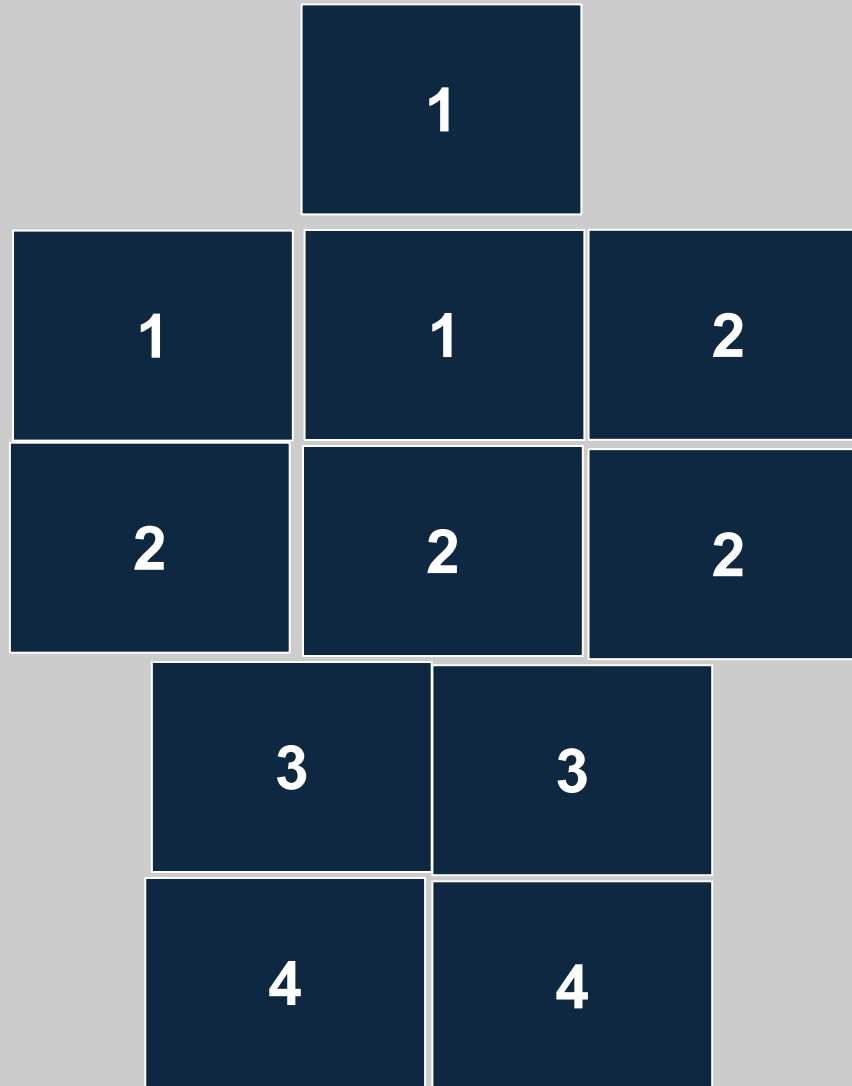
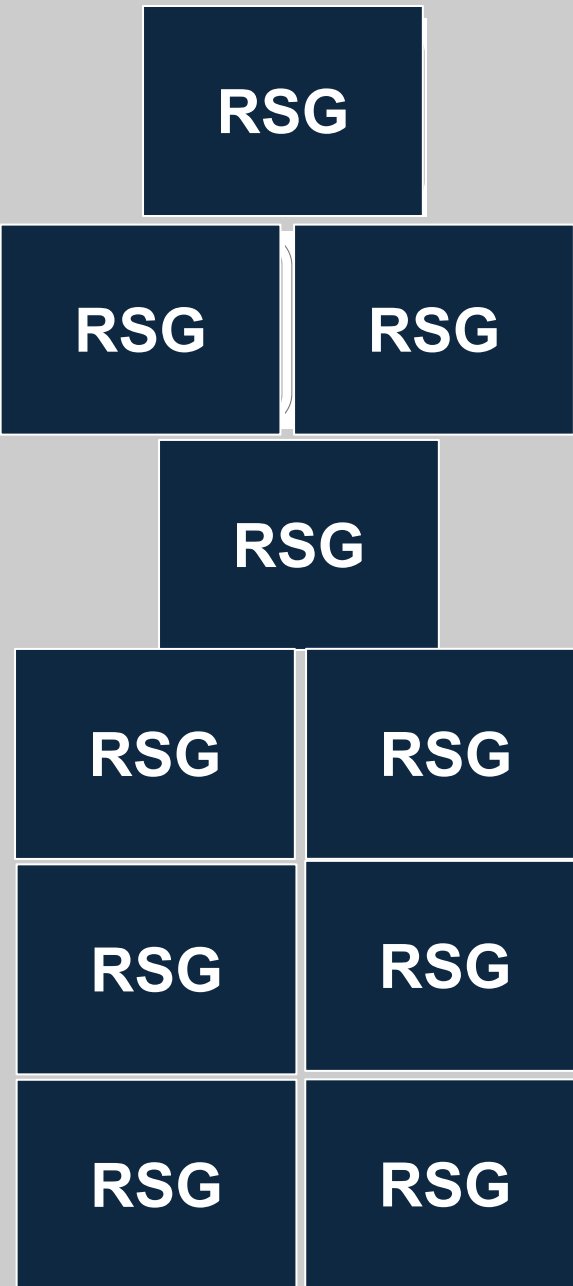
Tape



Markers

# Poster Setup (with Example)


# Our Ideas about Space Hazards Science



# Poster Setup (with Example)

# Our Ideas about Space Hazards Science

**How does space trash damage spacecraft and can we design ways to protect against it?**



- Put dents in the spacecraft
- Space trash may harm the spacecraft
- Damage the spacecraft
- Yes! We can design ways to protect the spacecraft!

RSG

**When spacetrash hits a spacecraft its energy can break the spacecraft.**

We can observe this energy when the tray moves, vibrates, and makes noise.

RSG

-Space trash that is larger or moving faster does more damage.

RSG


**Scientist ?**

- Test things out
- Make observations & measurements
- Ask questions
- Gather evidence to answer questions.

RSG

**Criteria**


Requirements for evaluating a design



RSG-Level Up!

**Constraints**

Limitations on a design



RSG-Level Up!


**Tradeoff**

A compromise engineers make to balance competing design requirements.

RSG-Level Up!


**Engineer**

- Design things to solve problems
- Build things



RSG

**How can we design ways to protect the spacecraft against space trash?**



- Stack lays of materials
- We can fold materials like index cards to be more absorbent.
- When the materials absorb energy they protect the spacecraft.

RSG

**Technology**

- The solution to the problem.
- Material to protect a spacecraft
- Spacecrafts built safely to bring astronauts home.
- writing utensils
- bikes

RSG

**How can we mitigate hazards on a particular NASA mission?**



Adventure 1.1.1

**Why is it important to make hazards safer?**



- Create safe environment for astronauts
- To keep everyone safe
- So nobody gets hurt
- To live "BLE Best life ever!"
- Survival
- Communities can continue to live

Adventure 1


Add learner's index cards here

Adventure 1

**How do people stay safe from everyday hazards?**

Adventure 2

**What is a hazard?**



Adventure 2

-Dangerous  
-Something that will harm me

Scary Yiyah

Adventure 2

**Mitigate**

-to make a danger (hazard) less severe or painful



Adventure 2

**What hazards exist where we live and how do we mitigate them?**

Adventure 3

**Hazards:**

- flooding
- bears attacking chicken coops
- wet floor in the cafeteria
- cracked sidewalk

**Mitigations for hazards:**

- sand bags
- electric fences
- safety cones to let students know the floor is wet.
- fix sidewalk

Adventure 3


**What natural hazards do people on Earth face and how do they mitigate them?**



- Flooding (hard to mitigate)
- Earthquakes \*very difficult to rebuild
- Lightning strikes
- Tsunamis!

Adventure 4

**Natural Hazards on Earth**



- Tornadoes *Chail bil haayol*
- Snow storms
- Climate change
- Volcanoes *بركان*


Adventure 4

**How do NASA missions mitigate hazards in space?**




Adventure 5

**Space Hazards**




- Dust storms -hard to mitigate
- Meteor impact -Very difficult!
- Low gravity
- No food/water/air
- Radiation
- micro-impact



Adventure 4


**Going to the Moon**



- (H) -Too hot/cold
- (R) -scratchy soil
- (R) -meteor impact
- low gravity
- micro impact

Adventure 5


**Rocket Launch from Earth**




- (H) -Bad weather
- (R) -Explosion
- Aircraft traffic (R, H)
- Engineers not ready! (R, H)
- Flight path not clear (R, H)

Adventure 5

**Robots studying an Asteroid**




- Space radiation (R)
- Scratchy soil (R)
- meteor impact (R)
- Where to get energy? (R)
- Low gravity (R)
- Micro impact (R)



Adventure 5


**Traveling to Mars**



- Takes a long time to travel (R)
- Space radiation (R)
- Food/water/air (R)
- meteor impact (R)
- Where to get energy? (R)
- Low gravity (R)
- Micro impact (R)

Adventure 5

**Using NASA Science & Engineering to solve a problem in our community**



- Dust storms (H)
- (R) -Radiation
- (R) -Sea level rising
- Where to find water (R, H)
- Studying unknown species (H)

Adventure 5

-Find ways to mitigate hazards at home, school, or in a neighborhood.

-Learn about NASA missions

-Learn how to create or control robots.


Adventure 7



# Poster Setup (Empty Example)

# Our Ideas about Space Hazards Science

How does space trash damage spacecraft and can we design ways to protect against it?



RSO

RSO

RSO

**Scientist**


RSO

**Criteria**  
Requirements for evaluating a design



RSO Level Up!

**Constraints**  
Limitations on a design



RSO Level Up!



**Tradeoff**  
A compromise engineers make to balance competing design requirements.

RSO Level Up!

**Engineer**

RSO

How can we design ways to protect the spacecraft against spacetrash?



RSO

**Technology**

RSO

  
How can we mitigate hazards on a particular NASA mission?

Adventure 1, E, 1

Why is it important to make hazards safer?



Adventure 1


Add learner's index cards here

Adventure 1

How do people stay safe from everyday hazards?

Adventure 2

What is a hazard?



Adventure 2

Adventure 2

Mitigate




Adventure 2

What hazards exist where we live and how do we mitigate them?

Adventure 3


Adventure 3

What natural hazards do people on Earth face and how do they mitigate them?



Adventure 4

Natural Hazards on Earth



Adventure 4

  
How do NASA missions mitigate hazards in space?

Adventure 5

Space Hazards




Adventure 4

Going to the Moon





Adventure 6

Rocket Launch from Earth




Adventure 6

Robots studying an Asteroid




Adventure 6

Traveling to Mars



Adventure 6

Using NASA Science & Engineering to solve a problem in our community



Adventure 6

Adventure 7

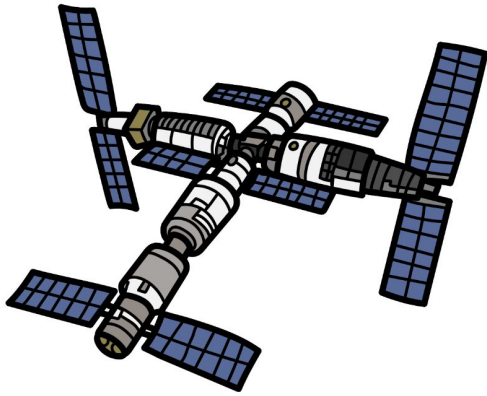
**Space Hazards**

**Science**

**RSG &**

**Adventures 1-9**

**Our Ideas Poster**



How does space  
trash damage  
spacecraft and can  
we design ways to  
protect against it?

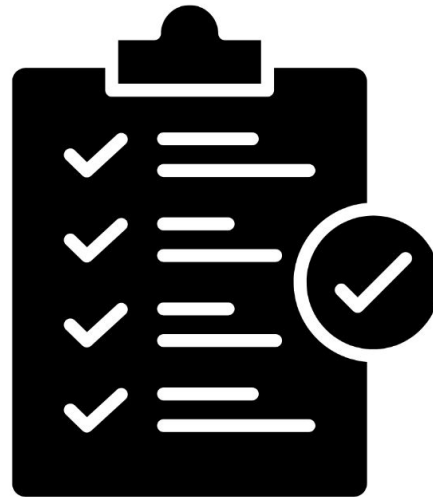
RSG

RSG

# Scientist

# Criteria

*Requirements for evaluating  
a design*



# Constraints

*Limitations on a design*

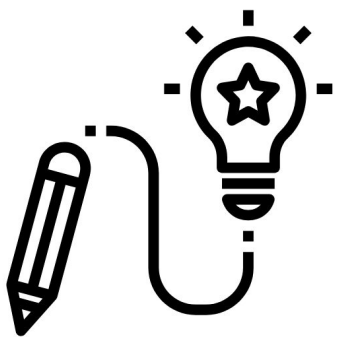
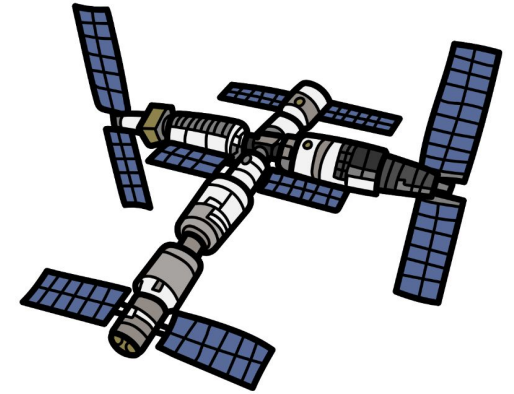




# Tradeoff

*A compromise engineers make to balance competing design requirements.*

How can we design ways to protect the spacecraft against spacetrash?



# Engineer

# Technology



**How can we mitigate hazards on a particular NASA mission?**

# Why is it important to make hazards safer?



*Add learner's index cards here*

How do people  
stay safe from  
everyday hazards?



What is a



hazard?

Adventure 2

# Mitigate



**What hazards exist  
where we live and  
how do we mitigate  
them?**

Adventure 3

What natural hazards  
do people on Earth  
face and how do they  
mitigate them?



# Natural Hazards on Earth





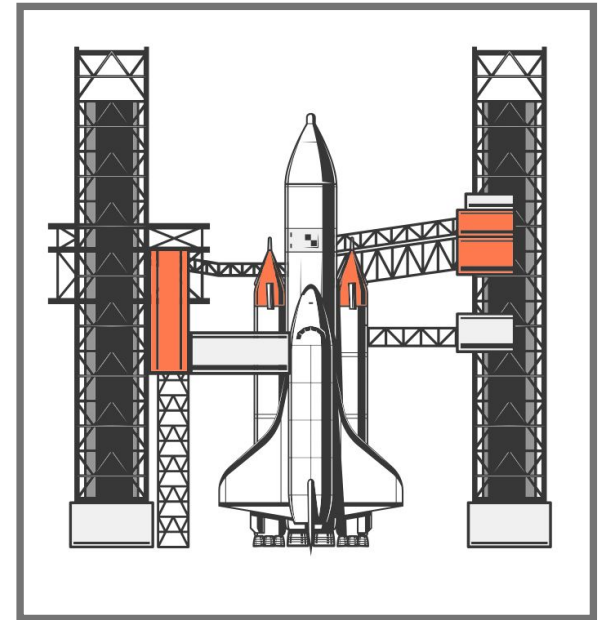
How do NASA  
missions mitigate  
hazards in space?



# Space Hazards



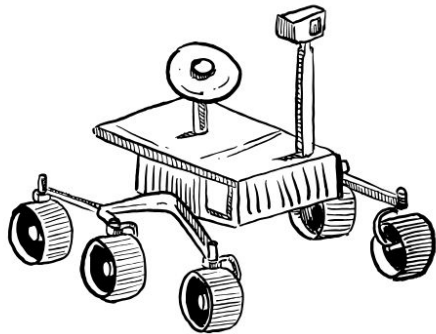
# Rocket Launch from Earth



# Going to the Moon



# Robots studying an Asteroid



# Traveling to Mars



# Using NASA Science & Engineering to solve a problem in our community

