

LUNAR OUTPOST

AN ARTEMIS ADVENTURE

Grades 5 and 6

The year is 2036, and a permanent habitat has been constructed near the lunar south pole. Teams of researchers regularly travel to the moon, making the trek to various outposts to continue the search for critical resources that will both sustain life on the surface and enable humans to travel to the Moon, Mars and beyond.

However, when the lives and science goals of an incoming team of researchers are threatened, students are called into action to use their skills and training to save the mission. Can they select a safe, alternative research site, still rich in vital resources, before the crew runs out of time?



COM TEAM

Manages communications between students and Flight Director



ENERGY TEAM

Determines solar panel energy levels for habitat inflation



FUEL TEAM

Ensures rover fuel levels for journey from landing site to outpost



HABITAT TEAM

Calculates volume of temporary habitat/oxygen capacity



RESOURCE TEAM

Measures proportion of natural resources at outpost

WHAT IS LUNAR OUTPOST? An interactive, highly-engaging, digital experience that immerses students in a live event, organically highlighting the importance and application of math, science, language and essential skills like teamwork, problem-solving and communication.

LUNAR OUTPOST HIGHLIGHTS

- Highlights math and science
- Teacher training
- Standards-based lessons
- Easy-to-use technology
- Program materials included
- Digitally delivered to classroom
- 2.5 hour run time
- \$500



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