# Galaxy

**Independent Project Info** 

# **Galaxy Independent Project Guide Sheet: Space Travel Brochure**

For this project, you will create an imaginary space travel brochure that includes visual design elements, such as graphics. To complete this project successfully, you must:

- Research and take notes about space travel using online and/or print sources
- Create an attractive brochure at least two pages long (front and back of a sheet of paper), including pictures or other graphics

## Researching space travel

You can begin with the books used for the *Galaxy* unit, and those in the classroom library. What have you learned about things that humans need to survive in space? You should also use a search engine to learn more online, or use print articles or books from your school or local library. Take notes on a separate page.

When you have enough notes, you may want to create a graphic organizer to connect the information in a logical way.

## Your brochure

Your brochure should cover at least two pages. It should tell your readers:

- What kind of space travel you are offering
- Where they would go and how they would get there
- How long the trip would be
- Reasons why they should be interested in this opportunity
- How they can find out more or sign up

You can also include other information if you want to. You can do your creative work by hand or use the computer; your teacher will tell you where to save your project while you are working on it. (If you create your brochure by hand, ask your teacher about how to make photocopies for your classmates.) Think about ways to make the brochure exciting to look at and fun to read.

Be creative, and have fun!



## Galaxy Independent Project Guide Sheet: Model Space Station or Spaceship

For this project, you will create a model space station or spaceship. It can be based on a real-life space station or spaceship, or it can be completely imaginary. To complete this project successfully, you must:

- Read and take notes about space stations or space ships
- Do more research using online and/or print sources, so that you get more ideas
- Create a model spaceship or space station
- Include a display card for your model and label specific features

You will need to find or create the materials for the model. Depending on the type of model you choose, these might include things such as:

- A sturdy plywood or heavy cardboard base for your model
- Different shaped cardboard boxes to make the 3-D model
- Markers or paints
- Foil or plastic
- Small action figures (not required, but you can include them if you like!)
- Glue, tape, or other ways to hold it together

# Learning about space transport

You can begin with the books used for the *Galaxy* unit, and those in the classroom library. What have you learned about things that humans need to survive in space? You should also use a search engine to learn more online, or use print articles or books from your school or local library. Take notes on a separate page.

## Your model

The display card and labels for your model should provide information on

- The name of your space station or spaceship
- What it would be used for or where it would travel
- Different features and why they are important

Think about ways to make your display interesting and informative. Label any artifacts or pictures. Have fun—but remember, neatness counts!



# **Galaxy Independent Project Guide Sheet: Story or Poetry about Space**

For this project, you will create a short story or a collection of poems about space. To complete this project successfully, you must:

- Use real facts about space creatively to develop a fictional story or several poems
- Create an attractive text using a word processing program. Stories must be
  at least three pages long (double-spaced). If you are writing poems, you
  must write at least three poems for your project (you can write more if you
  want to).
- Your teacher will tell you where to save your text while you are working on it, and how to print it when you have finished. You must provide at least five printed copies for your classmates to read.

## Thinking about a story

Every story begins with a **setting** (time and place where it occurs), **characters**, and a **problem** to be solved. You could start by brainstorming what your setting, characters, and problem will be. Then, begin writing what happens next! Be sure to include enough details to make the story intersting. And remember: the story must be about space. But it's a fictional story, so you can make up the details.

Another possiblity is to take a story you already know (for example, a fairy tale), and change it around so that it take place in space.

Be sure to give the story a title!

# Thinking about poems

If you write poems about space, you can use any form of poetry you want. The poems can rhyme or not rhyme, but you should try to use words that will sound good together when you read the poems aloud. Your poems should reflect something about what you think or feel about space or space travel. Each poem should have a title.

Be creative!



## **Galaxy Independent Project Guide Sheet: Magazine or Encyclopedia Article**

For this project, you will create a magazine or encyclopedia article about **one** person or mission that was important in the history of space exploration. To complete this project successfully, you must:

- Research this person or mission using online and/or print sources, so that you become an expert
- Create an attractive text at least one page long in one of the formats listed above, using a word processing program

## Research for your article

Use a search engine to learn about the person or mission online, and use print articles or books from your school or local library. Take notes on a separate page, and keep a list of the articles, books, web pages, and other sources you use. (**Hint**: you may be able to find newspaper articles about space missions at the local library. Ask the librarian to help you find things in the old newspaper archives.)

When you have enough notes, you may want to create a graphic organizer to connect the information in a logical way. (Note: *You must write the article yourself.* Do **not** just "cut and paste" from a web page.)

## Your text

Your text should be at least a page long and include at least all of the following:

- A title
- The name of the mission or person
- When and where this space exploration occurred
- Interesting facts about the mission or person
- How this person or mission helped move space exploration forward

You can include other information if you want to! If you choose to include graphics (such as a picture, map, or timeline), choose ones that illustrate your text.

Your teacher will tell you where to save your text while you are working on it, and how to print it when you have finished. You must provide at least five printed copies for your classmates to read.

Be creative!



#### 5

## **Galaxy Independent Project Guide Sheet: Game**

## (Board game, card game, quiz game, etc.)

For this project, you will create a game using information about space. To complete this project successfully, you must:

- Decide what kind of game you want to create: a board game, quiz game, or card game
- Read and take notes about space using classroom resources
- Do more research using online and/or print sources, so that you collect enough facts to create an interesting game
- Decide how the game will be played, what the rules are, and how to win
- Create the materials for your game, such as
  - Question and answer cards
  - A board and playing pieces (for a board game)
  - A list of rules

## Researching space facts

You will begin with the *Galaxy* unit books and others in the classroom library. You should also use a search engine to learn more online, and use print articles or books from your school or local library. Take notes listing facts that you could include in a game. You can write question-and-answer cards about the facts, or include the facts in the game in a different way.

### Your game

Your game should include at least:

- 15 different facts about space (for example, on question-and-answer cards)
- A list of rules that make sense

It might also include

- A game board and playing pieces
- A scorecard

Neatness counts!



## **Galaxy Independent Project Guide Sheet: Digital Presentation or Podcast**

For this project, you will create a presentation about **one** important person or mission in the history of space exploration. To complete this project successfully, you must:

- Do research about this person or mission using online and print sources, so that you become an expert
- Create a podcast or digital presentation to inform your class about this person or mission

## Researching your topic

You should use a search engine to learn about the person or mission online. You can also use print articles or books from your school or local library. Take notes on a separate page, and keep a list of the articles, books, web pages, and other sources you use. (**Hint**: you may be able to find newspaper articles about space missions at the local library. Ask the librarian to help you find things in the old newspaper archives.)

When you have enough notes, you may want to create a graphic organizer to connect the information in a logical way.

## Your podcast or presentation

Your podcast or presentation should be about 3-5 minutes long. It should tell your audience **at least** the following:

- · What mission or space hero you are presenting
- When and where the space exploration took place
- Interesting facts about this person or mission
- How this person or mission helped space exploration move forward
- What sources of information you used to learn about this person or mission

You can also include other information if you want to!

Think about ways to make your presentation interesting, such as sound effects for a podcast or graphics in a digital presentation.

Have fun!



# Rubric for *Galaxy* Design Publication Project (space tourism brochure, etc.)

	Criteria	Awesome!	Good Job	Needs Work
Coi	ntent			
0	Brochure provides a broad range of accurate or plausible information about space travel.  Brochure effectively engages readers' interest in space travel.			
For	mat			
0	Brochure is appropriately titled.			
0	Information is creatively presented.			
0	Brochure includes graphics (original or drawn from other sources) that are attractive and illustrate text.			
0	Spelling and grammar are relatively error-free.			
Pre	sentation			
0 0	Project shows evidence of careful thought and execution.  Presenter provides five hard copies of brochure for classmates to examine.**  Presenter is enthusiastic and excited about project.			
	search  Brochure makes effective use			
0	of information found in  Galaxy unit.  Brochure draws on additional sources of information (print and/or online).			

<sup>\*\*</sup> If brochure is hand-drawn, presenter should make photocopies.



# Rubric for *Galaxy* 3-D Model Project (space station, spaceship, etc.)

	Criteria	Awesome!	Good Job	Needs Work
Mc	del			
0	Model reflects ideas learned in <i>Galaxy</i> unit.			
0	Model shows creative use of materials.			
0	Model holds together well.			
Dis	play			
0	Project includes a display card and labels for specific features.			
0	Display card indicates what the model represents and			
	what it could do.			
0	Display is neat and attractive.			
Pre	esentation			
0	Presenter is enthusiastic and excited about material.			
0	Presenter is organized and			
	able to explain features of display.			
Res	search			
0	Model makes effective use of information from <i>Galaxy</i> unit.			
0	Model draws on additional sources of information (print and/or online).			

# Rubric for *Galaxy* Creative Writing Project (science fiction story or poetry)

	Criteria	Awesome!	Good Job	Needs Work
Coı	ntent			
0	Text draws on accurate information about space and/or space travel. Text shows creative thinking and extension beyond merely factual information.			
For	mat			
0 0	Text(s) is/are appropriately titled. Text is of appropriate length (stories: at least 3 pages double-spaced; poems: at least 3 poems). Spelling and grammar are relatively error-free.			
Presentation				
0	Text is neat and attractive.			
0	Presenter provides five printed hard copies of text for classmates' appreciation.			



## Rubric for *Galaxy* Non-fiction Text Publication Project (magazine or encyclopedia article)

	Criteria	Awesome!	Good Job	Needs Work
Coi	ntent			
0	Text provides a broad range of accurate information about the topic. Text shows the role of this person or mission in the history of space exploration.			
For	mat			
0	Text is appropriately titled.			
0	Information is logically organized and creatively presented.			
0	Any graphics included are appropriate to illustrate text.			
0	Spelling and grammar are relatively error-free.			
Pre	esentation			
0	Text is neat and attractive.  Presenter provides five printed hard copies of text for classmates' appreciation.			
Res	search			
0	Presentation makes effective use of information found in <i>Galaxy</i> unit.			
0	Presentation draws on additional sources of information (print and/or online).			

## Rubric for *Galaxy* Game Project (board game, card game, quiz game, etc.)

	Criteria	Awesome!	Good Job	Needs Work
Coı	ntent			
0	Game presents a broad range of accurate information about space.			
0	Game includes a set of rules that make sense.			
For	mat			
0	Game includes all necessary equipment for play (Q&A cards, game board and playing pieces if needed, etc.).			
0	Information about space is built into game format.			
0	Game is neat and attractive.			
Pre	sentation			
0	Presenter is enthusiastic and excited about game.			
0	Presenter is organized and able to explain how the game is played.			
Res	search			
0	Presentation makes effective use of information found in <i>Galaxy</i> unit.			
0	Presentation draws on additional sources of information (print and/or online).			

## Rubric for *Galaxy* Digital Presentation or Podcast Project

	Criteria	Awesome!	Good Job	Needs Work
Cor	ntent			
0	Facts presented are accurate			
0	and interesting.  Presentation shows the role			
	of this person or mission in			
	the history of space			
	exploration.			
Pre	sentation			
0	Presenter is enthusiastic and			
	excited.  Presentation is creative and			
0	engaging.			
0	Presenter is well-prepared.			
For	mat			
0	Presenter makes good use of			
	format selected (slideshow or			
	podcast).			
0	Presenter(s) use technology			
	effectively (audio recording or software).			
Doc	,			
	earch			
0	Presentation draws on several sources of information, both			
	print and online.			
0	Presenter lists sources of			
	information (on last slide for			
	digital presentations; orally			
	for podcasts).			