



AFRL LA LUZ ACADEMY

"CREATING THE POSSIBILITIES"

Mars Missions Flight 2012-13 FLIGHT DIRECTOR LOG

Flight Directors (Teachers): Welcome to Mars! Use this form as a checklist to guide you through Link-Up Day. At the end of the event, after your **docking habitat** has been deflated and packed up for transport to Earth, and your **docking habitat** area has been cleaned up, get your **docking habitat** area inspected by the Colony Commander and have the bottom of this log stamped. This is your pass to proceed to the Mars Departure Station.

Link-Up Day Site: _____ Date: _____

Teacher Name: _____ School Name: _____

Colony Cmdr. Name: _____ No. of TEAMS: _____ No. of Students: _____

Arrival and Registration

- 1. Group students into TEAMS and send them to the first holding station: Pre-cut Plastic Habitat Pieces Station.
- 2. Register at the Docking Station.
- 3. Identify any students who do NOT wish to be photographed.
- 4. Receive Registration Packet.
- 5. Report to **docking habitat** to meet with Colony Commander, while student TEAMS proceed through the holding stations.

TEAMS Rendezvous at Colony Habitat Site, Form Habitat CREW

- 1. Upon completion of the holding stations, all TEAMS report to their **colony habitat** site, forming a **habitat** CREW.
- 2. Ask the TEAMS in your **habitat** CREW to introduce themselves to each other; consider having them share **sagas** with each other to "break the ice."
- 3. If any "pre-fabbing" hasn't been completed yet, (**connecting tunnel** taped to **right wall**, **fan tunnel** taped to **left wall**, **airlock** taped to **front wall**) your **habitat** CREW can complete this now, before official construction begins.

Habitat Construction and Colony Establishment

- 1. When the Colony Commander announces it's time to begin construction of **habitat**, have students begin construction. If all three of your TEAMS have not arrived at this point, notify the Colony Commander, so they may inform Mission Control. Remember: Oversee construction, but let students do the work.
- 2. During construction, ensure all students in your **habitat** CREW stay on task and work together to try to meet the 60 minute time limit. Do NOT allow students to leave the **colony habitat** site during the construction phase.
- 3. When **habitat** construction is complete (including all **connecting tunnels!**), notify the Colony Commander. Remember: Do NOT cut the connecting tunnels open at this time.
- 4. If your **habitat** is complete, but other **habitats** in your **colony** are still under construction, your CREW can assist other CREWS to speed up colony establishment, or they can decorate your CREW's **habitat** based on the theme decided upon during the **telecommunications** process. Discourage them from making graffiti-like decorations during the Link-Up Day event.
- 5. After all **habitats** in your **colony** are complete, the Colony Commander will announce the **Official Total Colony Establishment Time**. Record the result here, in minutes:

min.

- 6. Using the **Official Total Colony Establishment Time** above, award points on the TEAM Mission Logs of each TEAM in your **habitat** CREW, based on the following table:

45 min. or less: 5 points	46-60 min: 3 points	61-75 min: 1 point	76 minutes or more: 0 points
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- 7. Once **colony establishment** is complete, have students display their **mission patches** on the **habitat**, and bring their belongings and **life support systems** inside the **habitat**.

Lunch On Mars

- 1. Before eating, ensure all students have weighed their lunches at the Pre-Lunch Check Station and recorded the information on their TEAM Mission Log.
- 2. **Eat lunch! (Yes!) Note: NO OUTSIDE FOOD IS ALLOWED (i.e. fast food, concessions, etc.).**
- 3. During lunch, have students share their **sagas**, discuss their **life support systems**, describe their **mission patches**, pose their “**Mars Facts**” **riddles** to each other, and award **bonus cards** to TEAMS who answer the **riddles** correctly.
- 4. Verify all TEAM Mission Logs are complete so far.
- 5. Have each student TEAM place all their lunch waste (food and drink packaging, uneaten food) in one container, take it to the Post-Lunch Check Station to be weighed, and have the result recorded on their TEAM Mission Logs.

Habitat Link-Up (Cut Tunnel Openings)

- 1. When the Colony Commander announces it is time for the **habitat** link-up, have the **habitat** CREW cut an “X” for the **connecting tunnel** openings(s). Have students with grey (duct) tape ready to take care of any gaps that appear as the openings are cut. **DO NOT** allow students to travel through the tunnels at this time.
- 2. Notify the Colony Commander when the openings are cut.
- 3. Get “ONE WAY” and “DO NOT ENTER” signs from the Colony Commander. Have students post the “ONE WAY” and “DO NOT ENTER” signs so that traffic will flow from the lower-numbered **habitats** to the higher-numbered ones.

Colony Visitation and CREW Exploration

- 1. When all **habitats** in the **colony** have cut their tunnel openings and posted their signs, the Colony Commander will announce that the **colony** is now open for visitors (parents, administrators, dignitaries, etc.).
- 2. Instruct student TEAMS that, during the **colony** exploration, there is to be no running or pushing, and to be respectful of the other CREWS, their **habitats**, their **life support systems**, and the hard work that went into building them. Also instruct them that: All TEAMS are to remain in the colony; they are NOT allowed to wander about and explore other colonies.
- 3. Send the student TEAMS in your **habitat** CREW out one TEAM at a time to explore the other **habitats** in their **colony**, in an orderly fashion, following the “ONE WAY” signs to facilitate smooth and orderly traffic flow. Remain inside the **habitat** with the rest of your **habitat** CREW, so they can share their **sagas** and discuss their **life support systems** with, and answer questions from, visitors.
- 4. When one TEAM returns, send another TEAM out to explore, one TEAM at a time, until all TEAMS have explored the **colony**.

TEAMS Return to Classroom Teacher and Docking Habitat

- 1. When Colony Commander announces that CREW exploration of your **colony** is over, have students pack up all of their belongings and proceed to their **docking habitat** (where the student’s regular teacher is the Flight Director), escorted by their Leadership Flight escort.

Docking Habitat: Clean-Up, Add-Up, Inspection, and Validation

- 1. Ensure all of your classroom students have returned to you at your **docking habitat**.
- 2. Teachers and students deflate, fold, and pack the **docking habitat**.
Remember: Each Flight Director takes their deflated docking habitat back to Earth with them. Be thinking of ways to re-use/recycle it.
- 3. Teachers and students thoroughly clean up and pick up the **docking habitat** area, including picking up all tape from the floor. Place all trash in trash containers.
- 4. When the area appears to be clean, award the students the corresponding points on their TEAM Mission Logs for clean-up, and for the bonus cards they have received. Ensure all sections above Wrap-Up on the TEAM Mission Logs are also completed and validated.
- 5. Have the students add up all their subtotals and fill in the Total Mission Points box on their TEAM Mission Logs.
- 6. Collect the completed, totaled TEAM Mission Logs; have the Colony Commander or another member of Mission Control validate them.
- 7. Record each TEAM’S Mission Log points below:

TEAM Number	Total Points	Mission Success?
		<input type="checkbox"/> Yes <input type="checkbox"/> No
		<input type="checkbox"/> Yes <input type="checkbox"/> No
		<input type="checkbox"/> Yes <input type="checkbox"/> No
		<input type="checkbox"/> Yes <input type="checkbox"/> No
		<input type="checkbox"/> Yes <input type="checkbox"/> No

- 8. Congratulate the students on a job well done!
- 9. Ask your Colony Commander to inspect the **docking habitat** area, stamp the space below, and award you a Boarding Pass:

This docking habitat area is certified clean and free of trash:

Departure

- 1. Take your students, the deflated **docking habitat**, and your Boarding Pass to the Mars Departure Station, following their Leadership Flight escort.* Redeem your Boarding Pass and this Flight Director Log for a Mars Missions Flight Departure Packet.
- 2. Verify all your students are accounted for and have all their belongings (jackets, backpacks, scissors, clipboards, etc.), and that you have the deflated **docking habitat** and Departure Packet. Show your Departure Packet to exit the building.
- 3. Transport your students, and the deflated **docking habitat**, back to Earth. Remember to re-use/recycle your **docking habitat** on Earth. **Thanks for visiting Mars!** We hope you enjoyed your visit.

*** Please turn this Flight Director Log in at the Mars Departure Station before departing for Earth.**