OBJECTIVE
To demonstrate an understanding of the Engineering Design Process while utilizing each stage to successfully complete a team challenge.

PROCESS SKILLS
Measuring, designing, evaluating

MATERIALS
Model CEV that was built last session
General building supplies
Meter stick or measuring tape
C-clamps
Rubber bands of various sizes

STUDENT PAGES
Design Challenge
Ask, Imagine and Plan
Experiment and Record

PRE-ACTIVITY SET UP
See next page.
MOTIVATE

- Show the first two minutes of the video titled “Constellation: Flight Tests”. (if time permits, show all)
- Ask the students what was the most important lesson learned from those images? (test, test and test again!)

SET THE STAGE:

ASK IMAGINE & PLAN

- Share the Design Challenge with the students.
- Emphasize that the objective is to create a launcher that gives repeatable results. It is more important for the CEV to reach the same distance each time than for the CEV to travel the farthest.
- Remind students to imagine a solution and draw their ideas. All drawings should be approved before building.

CREATE

- Challenge the students to build a Reusable Launcher based on their designs.

EXPERIMENT

- Students will test the effects of three different “pull lengths” and record their data.

IMPROVE

- Students improve the Reusable Launcher based on results of the tests.
**CHALLENGE CLOSURE**

Engage the students with the following questions:

- Why was it important that the launcher be reusable?
- Why was it important that your results were repeatable?

**PREVIEWING NEXT SET OF ACTIVITIES (SERIES 3)**

The Moon is a very harsh environment. There is no atmosphere to protect astronauts and their equipment from solar radiation and the extreme temperature swings between night and day. Next session, we will begin to find ways to protect astronauts from those extreme temperature changes.

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**DESIGN challenge**

To design and test a Reusable Launcher for the Crew Exploration Vehicle (CEV). The CEV should travel 5 meters when launched.