April Session

Main Topic	Ideas that STEM from topic
Education	➢ Being Skeptical of new Ideas ➢ Early Explorers ➢ Genetic Screening ➢ Importance of Education for Future Success
Conflict/Problem Solving	➢ Loss – We understand that the characters experience significant loss – of their families, of their Earth lives, and of their friends (as they leave any friends behind). In what other ways do characters experience loss? What loss have you experienced, and what reactions have you had? Do we see any of the characters exhibiting these reactions? ➢ Betrayal – There are large and small examples of betrayal in the book. The largest is Fenton Bauer's betrayal of everyone's trust, as an undercover dissenter of the mission bent on destroying it from the inside. An example of a small betrayal might be when Tree holds Bon's hand. How can betrayal impact relationships? How do you imagine it will impact the overall mission? ➢ Survival – What does it mean to survive? What are the various ways that people can survive? How have the youth aboard Galahad been set up to survive? What might prevent their survival? Do you think they can ensure the survival of the human race? Why or why not? How did everyone who worked on Galahad try to equip these youth with the knowledge and materials they'll need to survive? ➢ Stranded on a small ship ➢ Fear ➢ Being on your own for the first time ➢ Dealing with major changes in life ➢ What type of planet might they find? ➢ How do you act when there are two sides of an issue?
STEM	➢ Robotics ➢ Comets ➢ Planets in/outside our solar system ➢ Saturn ➢ Engineering ➢ Astronomy ➢ Programming a computer – What would it do? Why? How? ➢ Predicting future with computer intelligence ➢ Currency ➢ Gravity ➢ Communication with technology ➢ Space ➢ Micro Biology ➢ Planets that support life ➢ Microscopic particles ➢ Earth
Communication	➢ Journaling ➢ Honesty ➢ How do you handle disagreement? ➢ Artificial Intelligence ➢ Nicknames

Leadership/Integrity	➢ Leadership – Tree, in particular, is asked to take on a leadership role. What are some leadership qualities Tree exhibits? What leadership qualities do other members of the Council exhibit, and how do these balance or enhance Tree's leadership qualities?
	➢ Role you play in a group
	➢ Mentorship
	➢ Leadership
	➢ Integrity
	➢ Courageousness
	➢ Checklist for a trip on a spaceship
	➢ Personal skillset
	➢ Who are some important mentors you've had in your life? Why?
	➢ Intelligence – All of the youth chosen for the mission are chosen, in part, because of their intelligence. However, we're also forced to grapple with Roc's intelligence. Is Roc truly intelligent? Why or why not? What does it mean to be intelligent, and what types of intelligence are there? Do all of the youth demonstrate equal levels of various intelligences?
	➢ What would be your role on Galahad?
Fitness/Health	➢ Soccer
	➢ Brain/Amygdala
	➢ Getting older
	➢ What sports might people play in the future?
	➢ Illness
	➢ Important of staying healthy

Main Topic	Inside Activities	Outside Activities	Quick/Transitional Activities	On-going/Skill Building
Education	➢ Vocab Words ➢ Trivia from book ➢ Building a new civilization (What would you need? What knowledge would you need to have?)	➢ Follow up, debrief, reflection ➢ Game - What items would you bring to space?	➢ Scavenger Hunt in the neighborhood	➢ Solar System
Conflict/Proble m Solving	➢ Follow up, debrief, reflection ➢ Game - What items would you bring to space?	➢ Scavenger Hunt in the neighborhood	➢ Silent Line formers and groups	➢ Safety day emergency management ➢ "Oregon Trail" type of activity ➢ Peer mediation
STEM	➢ Solar system activities (crafts, education, active games) ➢ How does disease spread? How do we contain disease?	➢ Rockets/Engineering	➢ Resistance Training with bands/Gravity ➢ Construction Challenge/Solar System Line Up	➢ Plan Plants/Flowers – planets that support life (outside) ➢ Pond Scum

Communication	➢ Telephone
	➢ Round Robin drawing/Writing
	➢ Two truths and a lie (anywhere)
	➢ Create new language with two groups the come back together to solve problem
	    o Make up a language
		➢ Broken communication – Using senses for alternate communication
		➢ Team Building – Human Knot
			➢ Journaling
			➢ Quick/Transitional
			➢ Role-call – nicknames
			➢ Telephone
			➢ Create new parts of language/nicknames
				➢ Journaling
				➢ Thinking for change
				    o Goal setting
				    o Empowerment
				➢ Role play
				➢ Design poster illustrations about tech

Fitness/Health	➢ Basic first aid kit ➢ Cooking – eating what you grow ➢ Create own snack from healthy options ➢ Chess ➢ Ship health competition	➢ Obstacle course/ropes course ➢ Food scavenger hunt (create a plate) ➢ Obstacle course ➢ Gardening ➢ Sports ➢ Community service ➢ Ship health competition	➢ Ship health competition ➢ Stretching	➢ Ship health competition ➢ Healthy eating options ➢ From seed to stomach ➢ Stabilizing emotions