

YOBOD 2015 Resources and Activities

- CU Science STEM Websites – <http://sciencediscovery.colorado.edu/resources/stem-websites/>
- NASA Kids Club – <http://www.nasa.gov/audience/forkids/kidsclub/flash/>
- Astronomy for Kids – <http://www.kidsastronomy.com/>
- Rockets – Youth can check out the ways to get to space with a rocket. There is a way to predict, compare and test the rockets. It is a good connection to literacy projects in the book where they think about the different ways to get to space and the experience of living in space.
<http://spaceplace.nasa.gov/pop-rocket/en/>
- Galaxy Slime – A fun activity that brings the chemistry of common materials to represent where The Comet's Curse is traveling. Good for all ages to include the kids reading The Magic School Bus book.
<http://www.handimania.com/diy/galaxy-slime.html>
- Lunar Lander – When the kids in The Comet's Curse get to Eos they will need to land safely. Even at the beginning of the journey they are wondering what is in the storage space and how they will land. This is a project to experiment with different ways to get astronauts from a ship to a planet surface safely. <http://www.candyexperiments.com/2012/05/usasef-nasadesign-squad-marshmallow.html>
- Create a display of the distances between planets in the solar system. Students will follow the course in the book that Galahad takes. Through looking at the distances between planets and the distance from earth they can make more connections to The Comet's Curse and use that information in the literacy activities. The first activity is best for older students and the second activity can be adapted for younger participants. http://education.nationalgeographic.com/education/activity/planetary-size-and-distance-comparison/?ar_a=1

<http://www.jpl.nasa.gov/education/index.cfm?page=101>
- Make a shoe box diorama or a popup card showing one of the scenes in the story.
shoebox diorama: <http://www.wikihow.com/Make-a-Diorama> (note: shoebox can also be set on its side instead the way pictured – then lids are not needed)

Popup cards: <http://www.vickiscardmakingideas.com/card-making-ideas/how-to-make-a-pop-up-card/>
- Design a board game based on the challenges faced in the book. Be sure to write up the rules and directions. Test the games by sharing them with different groups to try playing.
http://www.ehow.com/how_4464452_design-board-game.html is a good general “how to” with other helpful links at the bottom of the article.

- The adults in the story had to design and build a spaceship to meet all the needs of the children for several years. Design a spaceship to live in for 3 years. This can be done on paper or designed on paper and then built with boxes and other “found” items. Kids can work in teams for added social skills.
- The team of travelers was chosen based on specific skills needed for success. What 10 skills would you want on a team of people colonizing another planet? Alternately, divide the class into groups of 10-12 students. What special skill or interest would each person bring to the team’s success?
- Write 10 journal entries about your adventures (or a letter home, but how would you mail it back?).
- There are activities at the back of the book on pages 232-236.