

Aerospace Engineering:

Space Port

Project Based Integrated STEM

A STEM-Maker Research and Design Project

Context and Rationale

- ✓ *The study of space travel and space habitation.*
- ✓ *Understanding the challenges of space exploration, including zero-gravity, time and distance, and lack of essential life support systems.*
- ✓ *Researching possible solutions for sustaining life on other planets, moons, or other celestial elements.*
- ✓ *Designing space transportation systems, space communications, and space habitats that support human life.*
- ✓ *Understanding and applying laws of motion, fluid mechanics, and conservation.*



Introduction

This STEM-Maker project is appropriate for middle and senior high school levels and is recommended for students working in pairs or small teams up to four students. This project is designed to promote creative thinking, problem solving, innovation, invention, and provides an excellent applied learning experience for all STEM students.

Welcome

Activity Information

This activity will require students to use the process that designers and engineers use to solve problems. Students will walk through each step of the design and engineering process as they develop their own solution to a problem.

Classroom Management

This activity packet should serve as a guide for students as they develop creative solutions to problems. Students can work in groups of up to four to research, design, and engineer their own solution to a thematic problem. The members of this team will need to work closely with the Rokenbok Space Transport team as they develop their design.

Resources Needed

Rokenbok Advanced Projects Lab

Activity Time

120-180 Minutes

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Design Project

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Design Brief: Scenario

The Rokenbok Exploratory Space Agency (RESA) is in the process of developing plans for a space colony on the planet of Mars over the next ten years.

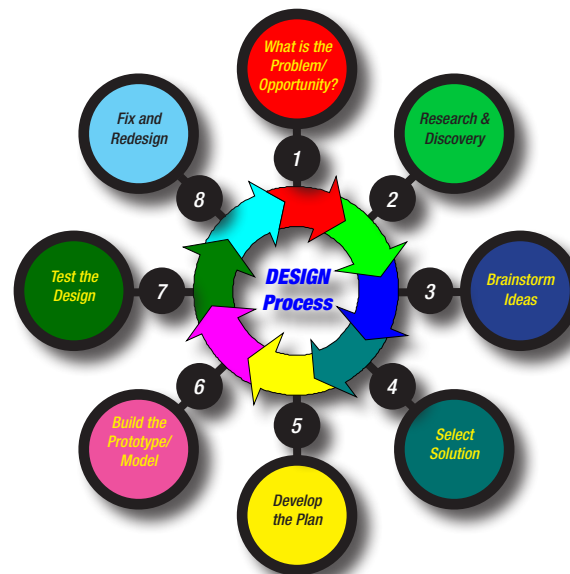
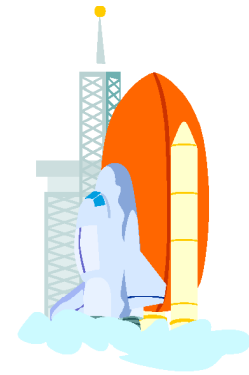
Since the NASA space shuttle program was cancelled, it has become necessary for RESA to design and develop a new, next-generation interplanetary space port capable of housing and launching space transport vehicles.



Design Project

Your aerospace design team has been selected to design and build a scale model of the new RESA space port. The new space port should include a hangar to store a space transport vehicle, a mobile transfer system that can easily move a space transport vehicle to the launch site, and a launch system.

Time is of the essence and your team must work together to prepare a scale model for presentation to RESA at their next planning meeting.



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Constraints

To successfully complete this STEM design and engineering project, the following constraints and specifications must be followed:

- ✓ *The space port should include a storage hangar and a launch pad designed to support a space transport vehicle. Your team will need to consult with the Rokenbok Space Transport development team as you develop a design.*
- ✓ *The mobile transfer vehicle should be designed to allow the space transport to be stored in a horizontal position until it is ready to be placed in launch position on the launch pad. The mobile transfer system should be designed to tilt the space transport from a horizontal to vertical position for launching into space.*
- ✓ *The space port should be designed to accept a space transport configuration and hold it into position by at least two retractable launch pins that will be released at launch.*
- ✓ *The space port should be designed to fit in a 60cm x 60cm x 60cm cube.*
- ✓ *All elements of space port should be of appropriate scale and proportion to each other.*
- ✓ *Your team should prepare to deliver a presentation to RESA about the merits of your space port model and design.*

Evaluation

Students will be evaluated on the following criteria:

- Creativity and design
- Functionality of designed unit
- Time management and teamwork
- Successful completion of the challenge
- Adherence to constraints/criteria

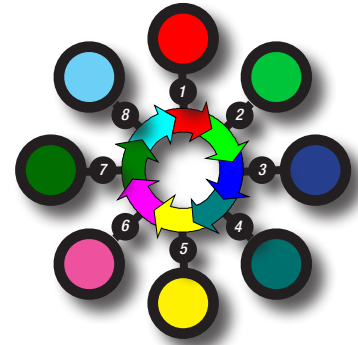


Use the Rokenbok Universal Performance Rubric for evaluation. Available for download at RokenbokEducation.org

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Using the Design and Engineering Process

Use the steps in the design and engineering process to develop a high quality design.



Step 1:

What is the Problem/Opportunity?

A space port needs to be designed and engineered to house and launch space vehicles.



Step 2:

Research and Discovery

Check out availability of materials and how to build a space port that meets certain specifications.



Step 3:

Brainstorm Ideas

List all the ideas that you have found, then look at the pros and cons for each idea, considering each one carefully before making a final decision.



Step 4:

Select a Solution

Identify the best solution and move forward with your design.



Step 5:

Develop a Plan

Once you have made a decision on which solution you think is best, then put together a good plan for designing and building a custom space port.



Step 6:

Build a Prototype/Model

Build a model of your design.



Step 7:

Test the Design

Once you build your prototype or model, test your design to make sure that it meets all constraints and specifications.



Step 8:

Fix and Redesign

If you have identified any problems or design issues, then go back through the design process to make any needed changes or redesigns.

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Writing Your Story

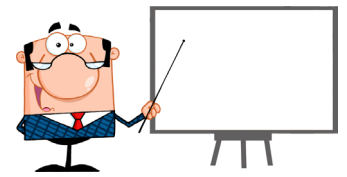
After you have completed the design of the space port, it is important to tell others what you have learned and experienced. One good way to share is to write your story down on paper or on the computer. Some things you might include are:



1. What were the ideas your team brainstormed?
2. Why did you choose the designs that were built?
3. What was the most difficult part of your design?
4. What did you enjoy the most about this project? The least?
5. What did you learn about design and engineering by completing this project?

Telling Your Story

An important part to design and engineering is the ability to communicate the design to someone else. Prepare a short presentation to explain the space port that was built and the process of building it. Make sure you speak loudly and clearly so everyone can hear and understand you. Be enthusiastic and ready to answer any questions that might be asked.



Presenting the Design

When your team has completed the project, it should be presented to your teacher and classmates for evaluation.

Your grade will be determined by how well you do on all grading criteria. These include:

Specifications	<i>Were all design constraints met?</i>
Design Quality	<i>Is the design built well? Is it highly functionable?</i>
Time Management	<i>Did you get your project done on time? Did you use your time wisely?</i>
Aesthetics	<i>Does the design look good? Is it well balanced?</i>
Story	<i>Were you able to clearly communicate the design by writing a story?</i>
Presentation	<i>Did you make a good presentation? Were you interesting and engaging?</i>

STEM Concepts

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Science

Students will use and reinforce these science concepts:

- Simple machines including levers, pulleys, and inclined planes
- Balance and equilibrium
- Weight and mass
- Payloads
- Astrophysics

Technology and Engineering

Students will use and reinforce these technology and engineering concepts:

- Prototyping and modeling
- Invention and innovation
- Structural integrity/strength
- Brainstorming and problem solving
- Trial and error engineering concepts

Math

Students will use and reinforce these math concepts:

- Calculating size, area, volume, and distance
- Calculating geometric shapes
- Linear measurement and scaling techniques
- Measuring thrust and drag
- Measuring mass and weight

Standards

This design project is based on the following national standards:

- The Next Generation Science standards
- Common Core standards
- Standards for Technological Literacy
- Endorsed by the International STEM Education Association