

Generation Beyond Video Challenge Overview

THE CHALLENGE: Pupils are encouraged to stretch their imagination and skills to show how they would design a habitation module (the main living and working quarters) that will dock with NASA's Orion spacecraft which may one day carry astronauts to Mars. Orion is NASA's first spacecraft designed for long-duration, human-rated deep space exploration. Orion will work in tandem with a habitation module and other future technologies to give astronauts extra space to live, work and store supplies. Orion's advanced systems for deep-space navigation, life support and communications will keep the crew safe, healthy and productive on 1,000-day missions. The habitat will complement Orion, housing the supplies, research labs, and living space that would be needed to sustain a crew on a multi-year journey to Mars and back.

MISSION: Pupils age 9-11 (individual and teams up to 4) will present their Mars Mission habitation module through a one to two-minute video, which must include a visual representation of the habitation module.

MISSION SUPPORT: To prepare for the mission, pupils can find Challenge Checkpoints at www.generationbeyondinschool.co.uk/challenge. The Challenge Checkpoints share information and points to consider about the design of a Mars Mission habitation module. Launch the Challenge Checkpoints to understand key considerations before beginning the design process.

RULES FOR ENTRY: It's important to review all the rules, here are the key three to be aware of:

- Your entry video must be **one- to two-minutes** so longer than 60 seconds, but no longer than 120 seconds.
- YouTube links with the video's privacy settings set to "Unlisted" must be added to your entry by 15 December 2017 at 20:00 GMT to be considered.
- Entry videos must not contain any music or third-party images of any kind.
- Entries are accepted from individual pupils and from team of 4 or less pupils. Only one entry per person (team leader or individual) are allowed.

JUDGING: A panel of qualified judges from Discovery Education UK, Lockheed Martin and its partner organisations, educators and science professionals will then score qualifying videos using the following judging criteria:

- Scientific knowledge (30%)
- Creativity of habitation module (ingenuity and innovative thinking) (30%)
- Effective communication (20%)
- Overall presentation (20%)

PRIZES: The Generation Beyond Video Challenge has some exciting prizes for winning "space case" video entries.

Grand Prize Team winner school to receive a STEM possibility grant worth £5,000; team members (up to four team members) will receive iPads loaded with Lockheed Martin apps and subscription to a science journal / magazine (estimated total prizing cost to Lockheed Martin = £5,000 for STEM

possibility grant + approximately £500 per iPad x 4 = up to £7,000 based on number of team members)

Grand Prize Individual winner school to receive a STEM possibility grant worth £5,000; individual winner receives iPad loaded with Lockheed Martin apps and subscription to science journal / magazine (estimated total prizing cost to Lockheed Martin = £5,000 + approximately £500 per iPad = £5,500)

Estimated total winner prize is based on above -- £12,500