

Our knowledge of space and astronomy has greatly increased since the first satellite was sent into orbit 50 years ago. Today, astronauts live and work on the International Space Station for six months at a time, and space tourists blast off to experience a micro gravity environment. Many scientists think that in the near future, travel into space for vacations will become commonplace. However, outer space is not hospitable for human habitation, and space travel remains dangerous and expensive. In order for space travel to become more common, scientists will have to figure out a way to make it safer, cheaper, and faster.

PURPOSE

In this activity, you will be working for a space travel company in the year 2309. You must design a travel brochure to advertise travel to a number of unique and interesting sites anywhere in the universe.

TASK

Students will select seven different and unique objects found in our universe they feel must not be missed on a tour of the universe (assuming the time and the means to do so). Each student will gather basic information from class notes and other research materials (such as how it was formed, how old it is, when and how it was discovered) and prepare a tri-fold travel brochure. Assuming travel at the speed of light is possible, the itinerary should reflect the locations of objects in the universe and distances between them.

CRITERIA FOR EACH DESTINATION

- ① present, in words, numbers and images, what is currently known about that feature;
- ② describe the chronology of discovery of that feature and the technologies by which it has been studied; and
- ③ provide a convincing argument why each feature is significant enough to be included in their list of the top seven attractions in the universe.

NOTE

- ▶ 7 different & unique objects are to be visited.
- ▶ You may work with a partner to research sites but each student must submit their own "individual" & "unique" brochure.
- ▶ Your info (point form is preferred) should be typed or neatly hand-written and should be large enough to be read easily.

7 WONDERS OF THE UNIVERSE TRAVEL BROCHURE MARKING SCHEME								
CRITERIA	MARK							
INFORMATION (✓ or ✗) • what is currently known (What is it? How big is it? Where is it?) • chronology/technology of discovery (Who found it? When? How?) • convincing argument to see (Why should I go see this site? What makes it interesting?)	SITE #	1	2	3	4	5	6	7
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
✓ = correct/present/good ✗ = wrong/absent/poor								
PRESENTATION • cover page & title (Does it stand out? Would it be the 1 st one I chose to look at?) • use of colour (Are colours used effectively to highlight destinations, important info, ...) • eye-catching graphics/photos (Actual pictures? Graphics? Clipart?) • layout (Neat, complete & organized? Easy to read?)		0	+	1	+	2	+	3
		0	+	1	+	2	+	3
		0	+	1	+	2	+	3
		0	+	1	+	2	+	3
COMMUNICATION • itinerary (What am I going to see? Distances? Locations? Does it make me want to read on?) • quantity & quality of information (Does the amount/quality of info reflect class-time given?) • interesting & effective (Does the brochure make me want to go?) • spelling, grammar & use of scientific terminology (-½ for each mistake)		0	+	1	+	2	+	3
		0	+	1	+	2	+	3
		0	+	1	+	2	+	3
		0	+	1	+	2	+	3
0 = poor 1 = good 2 = very good 3 = excellent								
TOTAL							/45	
Comments: <hr/> <hr/> <hr/>								