

SPACE CAREERS CARD GAME

Activity developed by a teacher

A card game to introduce space careers to students

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BRIEF DESCRIPTION

Students play a card game to discover some of the existing space careers.

Type of activity

Card game

Supervised for safety:

No

Location

Indoor (small, e.g. classroom)

Education level:

Secondary

Cost:

Low (<5€)

Core Skills

Asking questions

Communicating information

Time:

1 hour

Group size:

Group

MATERIAL

- Career cards
- Teacher data sheet
- Eventually internet access

LEARNING OBJECTIVES

- Students are able to tell the name of space careers and explain what the job is about
- Students improve their communications skills by presenting a career
- Students familiarize with looking for information about a career

PREPARATION

Before starting the activity, you can introduce the related space careers to the students, explain the rules, and present the different phases of the game.

IMPLEMENTATION

Each student pick a card representing a space career. Students should choose a card without knowing which career it represents. They cannot show their card to the other students.

First phase: information

Students find complementary information about their new career: what did they study? How does their daily work look like? Who do they work with? What are their daily duties and responsibilities? What kind of projects are they working on? Etc.

Students should be given time to prepare. This can be done as a homework or in the classroom using internet.

Second phase: presentation

In turn, students tell about themselves and their job in the space sector. They answer questions from other students about their work but never say what their job is.

They can include their hobbies, and tell stories that may have happened while they were working. They can tell true stories or make them up. The number of questions that can be asked to one student can be limited.

Third phase: revelation

After a student was questioned, the others write down what they think the job of their colleague is, they write observations, argue, and conclude. Each of them then presents his/her conclusions to the class. Everyone discuss and chooses what career they think the student has.

The student questioned then reveal what his/her job was. After revelation, students present what they liked or not about their "new" career.

Tips

Encourage students to give complete answers when they are asked about their career: they can tell stories about their work, ask interesting questions, and bring interesting comments about the answers given by their colleagues.

Careers Cards

Geoscientist

Chemical engineer

Atmospheric Scientist

Astrobiologist

Aerospace engineer

Psychologist

Mathematician

Computer engineer

Project manager

Electric engineer

Software engineer

Astronaut

Mechanical Engineer

Biologist

Astrophysicist



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