Creating Science Missions
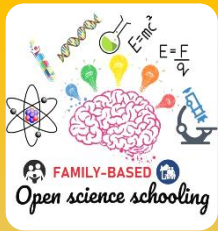
- step by step...
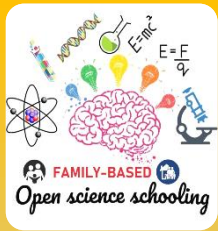
Students and families as detectives, researches, investigators

- What change does the community need?
- What is not working well?
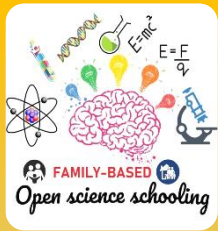- Why not talk to the citizens?

Think, reflect, discuss with the school team and your community resources

- Which ideas are really powerful, which not?
- Which ideas could lead to strong missions?
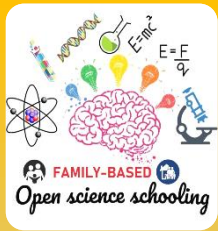- Which ideas could mobilise support?

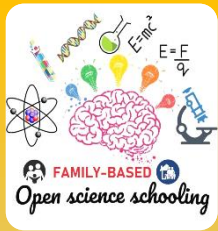Students and families: agree, create and present the idea

- Ok, we will work with *this* science mission
- Create attractive presentations of the idea

Remember also to share and discuss with the **other teams** in the project!
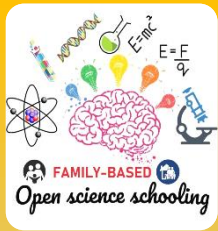
Build alliances

- Who should be your science mission alliances? Why?
- How would they benefit?
- Get them on board
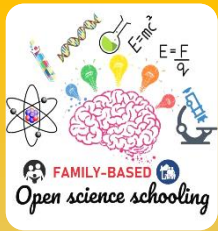- Create a strong mission team – you drive!

Discussions with end users...

- Work with and for the citizens
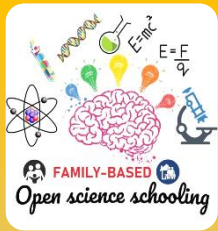- Work with these citizens in all the steps
- Use them as a strong resource

Game plan!

- Now the mission can begin: create the game plan!
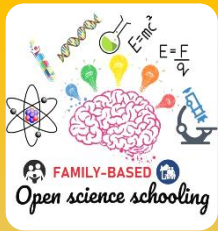
- Designing the missions and negotiating with resources

Work on your science missions

- Ok, start working on your missions, all together: families, school teams, community helpers
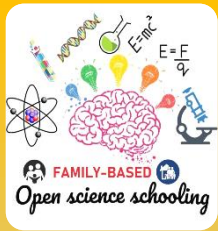- If you fail, find out why, and change direction
- Don't give up !!!

STEP 8

Time-out
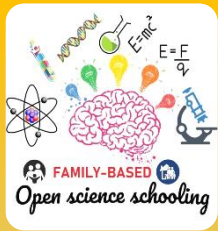
- What went well?
- What was wrong?

STEP 9

Remember also to work with the other teams in the project!

Learn to play the game

- Learn to play the science mission game
- Learn to play the alliances game
- Learn to play the change game