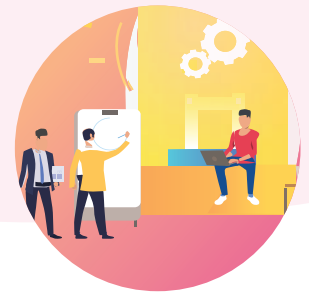


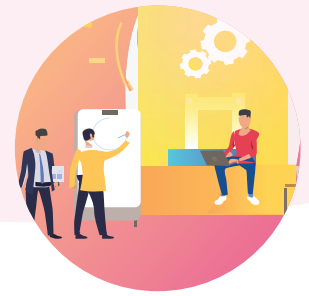
## SPACE TECHNOLOGY

Right from building recyclable space rockets to enabling space tourism for laymen, Earthlings are now set off to becoming multi-planetary beings. Enroll for this course to unravel mysteries of Space. You will learn to build fascinating games and prototype models based on the concepts of space and the technology that is used for it. The course offers exposure to the Tech both in 2D and 3D.

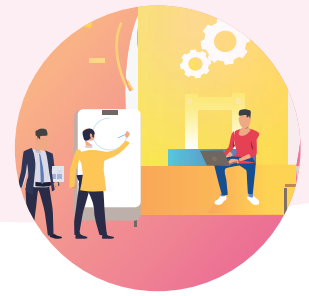
SESSION	CONCEPT	SKILLS
01	What's Beyond The Sky - I	<b>Exploration, Observation</b> Exploring the difference between sky and space. Contemplating on the concept of Space-Tech.
02	What's Beyond The Sky - II	<b>Exploration, Observation, Creativity</b> Introduction to some of the common Space terminologies. Observing Earth from the Space.
03	3D Globe - I	<b>Exploration, Observation, Creativity</b> Exploring the third axis in 3D tech environment.
04	3D Globe - II	<b>Exploration, Observation, Creativity</b> Exploring the third axis in 3D tech environment.
05	Galactic Tour - I	<b>Exploration, Observation, Creativity</b> Learning about genesis of Earth and the universe. Exploring the home-galaxy and solar system.
06	Galactic Tour - II	<b>Logic, Creativity</b> Building a solar system simulation.
07	Gravity	<b>Logic, Creativity</b> Understanding the concept of gravity, comparing gravities of different planets.
08	Auroras - I	<b>Logic, Creativity</b> Learning about Aurora lights - Part 1.
09	Auroras - II	<b>Logic, Creativity</b> Learning about Aurora lights - Part 2.



10	Phases Of Moon	<b>Logic, Creativity</b> How did the Moon come into existence? Why does moon change its shape every night?
11	Eclipses And Seasons - I	<b>Logic, Creativity</b> Why do seasons happen? What are eclipses?
12	Eclipses And Seasons - II	<b>Logic, Creativity</b> Building a simulation of solar and lunar eclipses.
13	Terrors Of The Space	<b>Logic, Creativity, Abstraction</b> Exploring the vastness of Space. Learning about Stars , Nebulas , Meteors & Black hole
14	Sc-Fi Game - I	<b>Logic, Creativity</b> Building a Sci-fi space shooter game - Part 1.
15	Sc-Fi Game - II	<b>Logic, Creativity</b> Building a Sci-fi space shooter game - Part 2.
16	<b>Formative Assessment</b>	<b>Assessment Of Learning</b>
17	Telescopes - I	<b>Logic, Creativity</b> Learning all about telescopes - Invention, Use, Types.
18	Telescopes - II	<b>Logic, Creativity</b> Building a 3D Model of Telescope.
19	Satellite Communication - I	<b>Logic, Creativity</b> Exploring the meaning, uses and disposal of satellites, Learning about GPS and its applications.
20	Satellite Communication - II	<b>Logic, Creativity</b> Building a 3D model.
21	Rocket Launcher - I	<b>Exploration, Observation</b> What is NASA? How rockets are launched into Space?



22	Rocket Launcher - II	<b>Logic, Creativity</b> Building a 3D model.
23	International Space Station - I	<b>Exploration, Observation , Creativity Logic</b> Introduction and a virtual visit to the International Space Station - Part 1.
24	International Space Station - II	<b>Exploration, Observation , Creativity Logic</b> Introduction and a virtual visit to the International Space Station - Part 2.
25	Mission MARS 2020 - I	<b>Exploration, Observation , Creativity, Logic</b> Learning about NASA's mission MARS 2020. Landing of Perseverance rover and Ingenuity Helicopter on Mars - Part 1.
26	Mission MARS 2020 - II	<b>Exploration, Observation , Creativity, Logic</b> Learning about NASA's mission MARS 2020. Landing of Perseverance rover and Ingenuity Helicopter on Mars - Part 2.
27	Wonders Of The Ringed Planet	<b>Exploration, Observation , Creativity , Logic</b> Exploration of the ringed planet : Saturn.
28	<b>Formative Assessment</b>	<b>Assessment Of Learning</b>
29	Do Aliens Exist?	<b>Observation , Creativity , Logic</b> Learning to build complex 3D models and a variety of Aliens.
30	First Flight To Space - I	<b>Exploration, Observation , Creativity, Higher Order Thinking</b> Honoring the courage and sacrifices of human as well as animal astronauts



31	First Flight To Space - II	<b>Exploration, Observation , Creativity, Spatial Visualization</b> 3D Model building.
32	Lunar Landing	<b>Observation, Creativity, Logic</b> Mission Apollo 11 and Lunar landing.
33	Space Tourism - I	<b>Logic, Creativity</b> Fancy a ride to space ? Learn more and build a 2.5D Scratch project to be behind the wheels- Part 1.
34	Space Tourism - II	<b>Logic, Creativity</b> Fancy a ride to space ? Learn more and build a 2.5D Scratch project to be behind the wheels - Part 2
35	Mars Habitat Challenge (Phase 1)	<b>Exploration, Spatial Visualization, Creativity</b> Wear your scientific and creative thinking hats to help Earthlings be multiplanetary beings.
36	Mars Habitat Challenge (Phase 2) - I	<b>Exploration, Spatial Visualization, Creativity</b> Construct a Space Base for Mars - Part 1.
37	Mars Habitat Challenge (Phase 2) - II	<b>Exploration, Spatial Visualization, Creativity</b> Construct a Space Base for Mars - Part 2,
38	Mars Habitat Challenge (Phase 3) - I	<b>Exploration, Spatial Visualization, Creativity</b> Extend the Mars colonization project suitable for human habitat - Part 1
39	Mars Habitat Challenge (Phase 3) - II	<b>Exploration, Spatial Visualization, Creativity</b> Extend the Mars colonization project suitable for human habitat - Part 2.
40	Mars Habitat Challenge (Phase 4)	<b>Spatial Visualization , Creativity , Problem Solving</b> Be the problem solvers to address fundamental issues of food, water, air and electricity on Mars.