



LESSON: KLASS Consoles

Title: KLASS Consoles
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Lesson Overview:

This lesson serves as an introduction and overview of the KLASS experience. Students will be given the basic information on KLASS, its consoles, and the job roles that will be assigned during simulation. KLASS brings the real world into the classroom, giving students the exciting opportunity to sit at Mission Control and feel the rush and reality of launching a Space Shuttle! It provides students with real-life launch scenarios that may result in changed lives. So, let the countdown in your classroom begin! “3, 2, 1 . . . we have liftoff!”

Suggested Classroom Time: 120-180 minutes

Grade Levels: 6-10

KLASS Module: 1-Training

Topic/Console: KLASS Overview

Materials Needed:

Activity	Documents	Other Materials
1	PRES_KLASS_Consoles.ppt http://education.ksc.nasa.gov/edtech/klass.htm (if appropriate)	Demonstration computer with projection, Microsoft PowerPoint, and Internet connection
2	RDG_The-Five-Consoles.doc RDG_KLASS-Team-Roles.doc	
3	ACT_KLASS-Console-Ap.doc	Writing tools

National Standards/Objectives:

Discipline	Standard	Objective
Science	A. Science as Inquiry	Students develop abilities necessary to do scientific inquiry.
Technology	Technology productivity tools	Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.
Math	Representation	Students use representations to model and interpret physical, social, and mathematical phenomena.

Desired Results:

Students will be able to answer these essential questions

- What will I need to know as a member of the Shuttle launch team?
- Why is a simulation like KLASS important to students?
- What type of teams and jobs will there be?

Students will know

- The basic organization of KLASS and the roles and responsibilities that go along with launching the Shuttle.

Students will be able to

- Discuss a variety of job tasks of the key Shuttle launch team members.
- Fill out a basic application for employment on the KLASS team.

Learning Plan/Activities:**1. Introducing the Lesson.**

Script: “Are you ready for launch? Are you ready to exclaim, “Go!” or “No Go”! Are you ready to hear the words, “We have liftoff of the Space Shuttle Discovery!” In other words, are you ready to be a launch countdown engineer at NASA? You may be ready for all of this after participating in many real-life launch scenarios that await you in this KLASS experience. Who knows, maybe one day you’ll make history while launching a future Space Shuttle. So, let’s count it down: 3, 2, 1. We have KLASS liftoff!”

Introduce the students to the concept of KLASS and get them excited to take part. If you have worked through many of the lessons that build to this point, review what you’ve discussed so far in a way that students can apply what they’ve previously learned to today’s lesson. Open the PRES_KLASS_Consoles.ppt and go through the slides. Ask the students to take notes and compose questions to be asked later.

2. Observing and Recording.

Now pass out the RDG documents. Ask the students to take notes and pose questions about the consoles or team roles as you review the documents together. These notes will be used to apply for the team positions, so complete notes will increase students’ chances of being chosen for their first or second-choice roles.

3. Applying for a Launch Team Position.

Establish the application process for team assignments and discuss with your class. Pass out the application and state the due date. To take this lesson even further, you could break students into groups to decide what the application and hiring process should be. Have the students design and create the application or improve the existing application. Deciding on who fills which positions is ultimately up to you, the teacher, so think through the process before starting this lesson.

Assessment Evidence:

Performance Tasks

1. Being able to record with detail and order observations based on the KLASS overview materials.
2. Filling out an application and communicating via a form based on today’s lesson.

Extensions and Going Further Resources:

Break students into groups to decide what the application and hiring process should be. Have the students design and create the application or improve the existing application. Create an interview process where students would compete for certain jobs by inviting other teachers, administrators, or peers to evaluate each job candidate's skills via this interview process.

- Be sure to check for student opportunities, additional educational resources and more at: <http://www.nasa.gov/education>.