



Society of Women Engineers

ASPIRE • ADVANCE • ACHIEVE

SWENext Week 1 Engineering Challenge

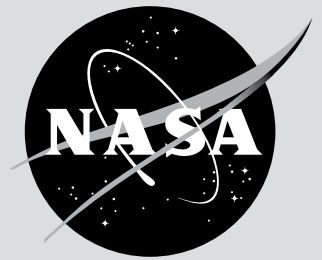
When you complete the activity, please share your finished project with us using pictures and/or videos on facebook, Instagram, or other social media! Use the hashtags #SWEtheFuture #SWENext #BeThatEngineer #TouchDown #DesignSquad when posting. We can't wait to see what you come up with! Each week we will feature one great design from the prior week.

Touch Down

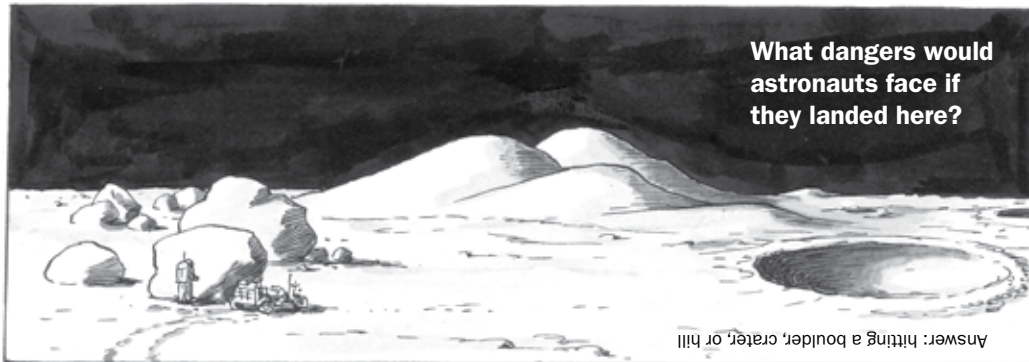
The source of this activity is from PBS Design Squad

http://pbskids.org/designsquad/parentseducators/resources/touch_down.html

TOUCHDOWN



Landing on the moon is tricky. First, since a spacecraft can go as fast as 18,000 miles per hour (29,000 km/hour) on its way to the moon, it needs to slow way down. Then it needs to land gently. That lander has astronauts inside, not crash-test dummies. Easy does it!



Answer: hitting a boulder, crater, or hill

WE CHALLENGE YOU TO...

...design and build a shock-absorbing system that will protect two “astronauts” when they land.

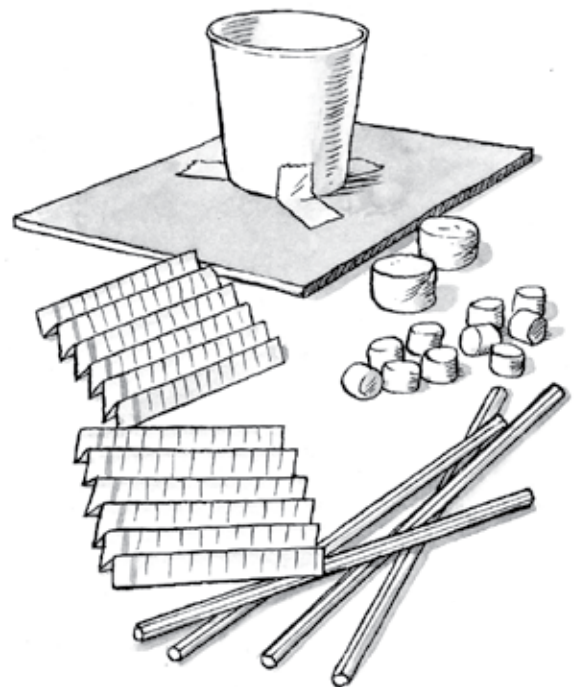
BRAINSTORM AND DESIGN

Think about how to build a spacecraft that can absorb the shock of a landing.

- What kind of shock absorber can you make from these materials that can help soften a landing?
- How will you make sure the lander doesn't tip over as it falls through the air?

BUILD

- 1. First, design a shock-absorbing system.**
Think springs and cushions.
- 2. Then, put your spacecraft together.**
Attach the shock absorbers to the cardboard platform.
- 3. Finally, add a cabin for the astronauts.**
Tape the cup to the platform. Put two astronauts (the large marshmallows) in it.
(NOTE: The cup has to stay open—no lids!)



A lander under construction

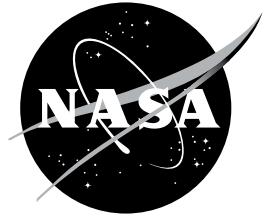
MATERIALS (per lander)

- 1 piece of stiff paper or cardboard (approximately 4 x 5 in/10 x 13 cm)
- 1 small paper or plastic cup
- 3 index cards (3 x 5 in/8 x 13 cm)
- 2 regular marshmallows
- 10 miniature marshmallows
- 3 rubber bands
- 8 plastic straws
- scissors
- tape

TEST, EVALUATE, AND REDESIGN

Ready to test? Drop your lander from a height of one foot (30 cm). If the “astronauts” bounce out, figure out ways to improve your design. Study any problems and redesign. For example, if your spacecraft:

- **tips over as it falls through the air**—Make sure it’s level when you release it. Also check that the cup is centered on the cardboard. Finally, check that the weight is evenly distributed.
- **bounces the astronauts out of the cup**—Add soft pads or change the number or position of the shock absorbers. Also, make the springs less springy so they don’t bounce the astronauts out.



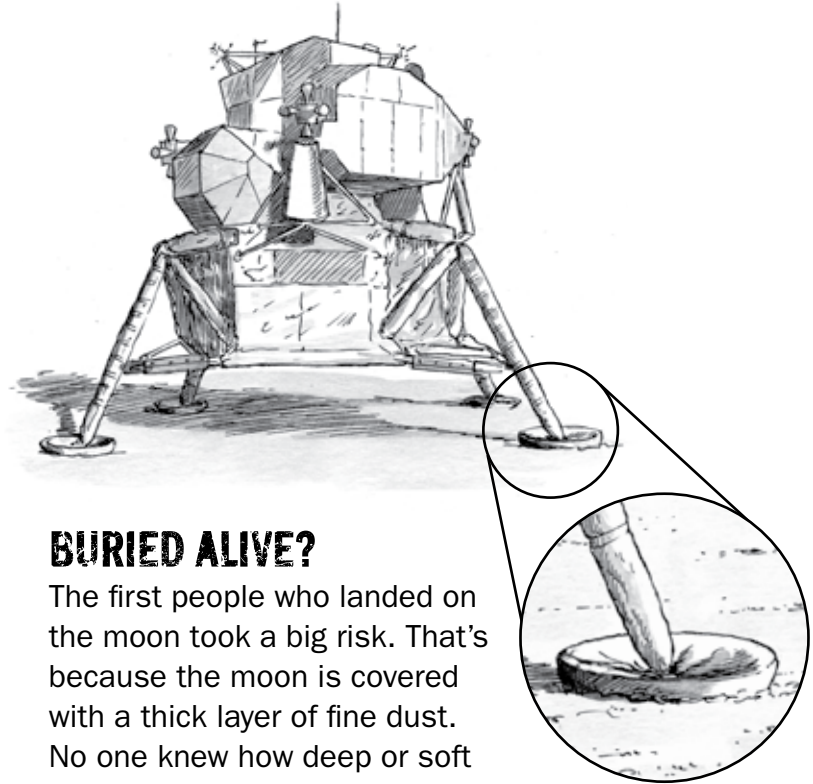
Check out NASA's moon missions at moon.msfc.nasa.gov.



THE COOLEST JOB AT NASA

When people asked Cathy Peddie what she wanted to do when she grew up, she would point at

the sky and say, “I want to work up there!” Now an engineer at NASA, she manages the Lunar Reconnaissance Orbiter (LRO) project. She calls it “the coolest job at NASA.” LRO will orbit the moon for at least a year and collect information to help NASA prepare for having people live and work there. Hear her describe the mission at: learners.gsfc.nasa.gov/mediaviewer/LRO.



BURIED ALIVE?

The first people who landed on the moon took a big risk. That’s because the moon is covered with a thick layer of fine dust. No one knew how deep or soft this layer was. Would a spacecraft sink out of sight when it landed? Now we know—the layer is firm. In the picture, you can see that Apollo 11’s lander pads sank only about 2 inches (5 cm) into the dust. What a relief! This helped NASA figure out the kinds of shock absorbers and landing systems its spacecraft need.

Only 12 people have ever visited the moon. But someday soon NASA plans to have teams of astronauts living there for six months at a time.



Watch **DESIGN SQUAD** on PBS or online at pbs.org/designsquad.



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Week 1 Engineering Challenge

3/18/15-3/29/15