

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
New Worlds - Non-Traditional Space Education and Outreach (7)

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APRENDIENDO CON GALILEO, EDUCATIONAL PROPOUSAL FOR THE SPACE KNOWLEDGE

Abstract

As children we allow ourselves to dream, seeing the heavens imagine, this is how many children around the world have dreamed of space and have fascinated in it, however, this interest is gradually declining, largely due to the such an artificial way in which knowledge reaches our children in formal education, in which they can hardly see its practical application, likewise in not many institutions, mainly in developing countries, there is a limited or no relationship with the space, which is an aspect that disappears from the landscape of our children, that is why the development of these countries in special matters is limited, because we do not generate the appropriate spaces or programs to continue thinking about the space, for them the idea of adopting as a personal goal the development of space, space industry, science and technology is consolidated, so it is necessary to generate alternatives that allow Itan capture and maintain the attention of our children and teachers in space, providing spaces so that across the other areas of knowledge they can learn about the space, can continue dreaming about it and one day work for its development from each of its areas. With the previous situation in mind, Aprendiendo con Galileo, which is an educational proposal, developed in virtual reality technology and mixed reality from which you can access different experiences with total or partial immersion in which you can interact with different equipment, systems, problems and situations, from which it seeks to promote empirical knowledge in our children, so that through continuous experimentation they can have a continuous development, with better standards and even more importantly recognizing the practical application of what They are learning, all in a safe and portable environment. Additionally, the use of virtual reality and mixed reality is due to the high attention rate obtained with their use, improving the attention rate of students by about 65%. Thus, the spatial themes would be present and would be approached from different areas of knowledge (Mathematics, physics, chemistry, biology, computer science, among others) allowing the integration of space with the usual themes, so that space remains present in the day day of our children and thus ensure that it does not disappear from their lives so that in the future we have more people interested in space that can promote a real development of the space industry in our countries