student

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## IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1) Interactive Presentations - IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (IPB)

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## PLANTING THE SEEDS FOR TAKE-OFF

## Abstract

The best age group to focus on when generating "new" interest and ensuring growth are individuals between the age of 11 and 16. However, it is difficult to tap into that age group because those ages typically have established interests. Therefore, primary space education is essential because it plants the seed.

First, establishing a relationship with local chapters of the Boys and Girls Club would create the environment to educate. A designated team should visit weekly and provide educational demonstrations. Each demonstration should focus on different areas in Science, Technology, Arts, and Mathematics as it relates to space exploration and missions, and consist of at least 1 (one) "hands-on" interaction. For example, if Technology is the subject matter, a "hands-on" interaction could include stargazing or an arts and crafts creative segment asking children to construct their best space gear/equipment. The "hands-on" interaction should promptly follow the lesson.

Other primary space education efforts include, sponsoring creative writing contests. Instead of publicizing solely on IAF website, designated teams should notify local schools, and schedule an educational demonstration discussing the contest. Winners would have the opportunity to select the next contest topic, participate as a judge, and have their story printed in IAF newsletters. Most importantly, it is crucial to create an age-appropriate website to ensure easy accessibility and navigation. I believe sponsored writing contests will be very valuable because it can be easily adopted by any age group. Especially, the 16-18 and undergraduate age groups. As a law student with an interest in space law and English degree, I would love the opportunity to educate children by writing a series of creative shorts or blogs weaving IAF's mission and vision with legal principles and concepts.

The rest of my paper will provide detailed educational demonstrations pertaining to STEAM.