

Winter 2003 Teacher Checklist

- ☞ *Confirmed date, time, and number of students attending. Your mission will begin at **9:45 a.m.** and end at **1:55 p.m.** If you have any questions, please call the Discovery Alliance, 435.797.0722.*
- ☞ *Arranged transportation. The Discovery Simulator is located at: **420 South 500 East River Heights, UT.***
- ☞ *Confirmed which students are attending*
- ☞ *Arranged for lunches. Please bring sack lunches for all students. Have the lunches stored in one or two boxes or coolers.*
- ☞ *Divided your class into two groups and assigned each student a station. Please divide you class into two equal groups, Alpha and Bravo teams, and then assign stations. A description of each station can be found in this packet.*
- ☞ *Given each student a completed boarding pass. We recommend that you reproduce the boarding passes on card stock. Please print the students first and last names, the station they are assigned to, and the mission date.*
- ☞ *Reviewed the mission briefing with your students*
- ☞ *Reviewed behavior expectations and consequences of inappropriate behavior with students*
- ☞ *Made appropriate arrangements for students not attending*



Mission Briefing

You and your fellow crewmates aboard the Pathfinder belong to an organization known as the Deep Space Probe Agency (DSPA), which you may call "Despa" fo short. You will be required to respond to a distress call coming from the 55 Cancri solar system.

55 Cancri is in a little-explored region of space in neutral territory. As you approach the system, you may pass through the system's Kuiper Belt, a region populated by comets and small asteroids. As you head into the system, you will encounter three gas giants (planets like Jupiter or Saturn) of different sizes and masses. Each is orbited by several small moons and may have a small or large ring around the planet.

The 55 Cancri system is near what is believed to be the border of the Tyrrian Empire, a powerful empire based from the home world of Tyrr (pronounced "tear"). the Tyrrians are known for their military might and their desire to dominate and inhabit other worlds. They have a very orderly command structure and can be bureaucratic and ruthless when provoked. Their home world, Tyrr, has never before been visited by humans. Its exact location is unknown, as are the borders of the regions claimed by the Tyrrians.

You must take care to be friendly and diplomatic with the Tyrrians if you run across them. We are at peace with them and would like to stay that way. But also be aware that the Tyrrians have no claim on 55 Cancri which is in a neutral region of space. Of course, we also have no claim on that system either.

Good luck on your mission, and remember to act in the best interests of the DSPA and your fellow crewmates.

USS Pathfinder Crew Stations

Captain (Command). Responsible for the success of the mission, and the safety of the *Pathfinder* and crew. Should have a commanding voice and be a natural leader.

Executive Officer (Command). Usually referred to as the "Exec," the Executive Officer is responsible for executing the Captain's orders.

Ambassador (Mission). Specially briefed on the mission and interacts with other races.

Helm Officer (Command). Operates the thrusters (RCS) for maneuvering, sublight engines, and hyperlight engines. Also sets the power mode.

Chief Engineer (Engineering). Referred to as "Chief," the chief engineer is responsible for any repairs or maintenance to keep the vessel running, and for power distribution.

Communications Officer (Command). Sets up frequencies for short-range communications, and sends out long-range text messages.

Mission Specialist (Mission). Looks up information about other ships or planets encountered during the mission in the *Pathfinder's* database.

Decoder (Mission). Decodes incoming messages using one or more decoding keys.

Navigator (Mission). Uses a computer station and a map of the local area to use as a reference and plot the ship's course.

Tactical Officer (Command). Controls defensive systems such as shields and weapons. Also controls the tractor beam.

Sensors Officer (Mission). The ship's information officer. Monitors passive sensors, and initiates active scans.

Probe Officer (Mission). Configures and launches probes to gather information about the mission.

Damage Control 1 (Engineering). Follows printed procedures for maintenance and repair to keep the *Pathfinder* running.

Damage Control 2 (Engineering). Works with Damage Control Officer 1.

Environmental (Engineering). Follows printed procedures to keep the air and other life support systems balanced and repaired.

DISCOVERY BOARDING PASS

OFFICER'S NAME

SHIP ASSIGNMENT

MISSION/DATE



HOURS THIS MISSION

Flight

Class

NEW RANK

Circle a team:

ALPHA BRAVO

STAFF SIGNATURE

Keep this form. These hours can be used towards rank advancement on your next mission.

Mailing Address and Phone:

The Discovery Alliance
1770 Research Park Way, Suite 111
North Logan, UT 84341
Phone: 435.797.0722

Location

Cache County Testing Center
420 South 500 East
River Heights, UT

Keep posted with the latest updates at:
www.DiscoverySim.org

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