Table of Contents

1. Overview 1

2. How to Use This Guide 3

3. National Science Education Standards 4

4. Math Connections 6

5. Thinking Skills 7

6. Background

- The Ares Launch Vehicles 8
- Spacecraft Structures 9

7. Teacher Preparation

- Required Materials 13
- Build the Launcher 15
- Build the Rockets 17
- Practice Launching a Rocket 17
- Prepare the Materials for the Classroom 18
- Teaching Strategies for an Engineering Design Challenge 19
- Helping Students Understand the Design Process 21

8. Classroom Sessions

- Session 1: Introducing the Challenge and Getting Started 22
- Session 2: Design 1 27
- Session 3 and 4: Designs 2, 3, 4, and 5 31
- Session 5: Construct a Storyboard/Poster 34
- Session 6: Student Presentations 36
- Linking Design Strategies and Observations to Science Concepts 37

9. Modifications and Extensions 44

10. Resources 46

11. Masters 49

- Flier for Parents
- Handouts/Transparencies
- Recording Sheets