

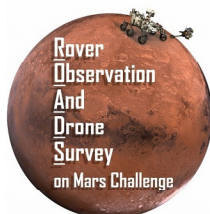
THE LUNAR LADIES

OR002



ROADS ON MARS

MISSION DEVELOPMENT LOG



[Twitter.com/Ladies_Lunar](https://twitter.com/Ladies_Lunar)



Table of Contents



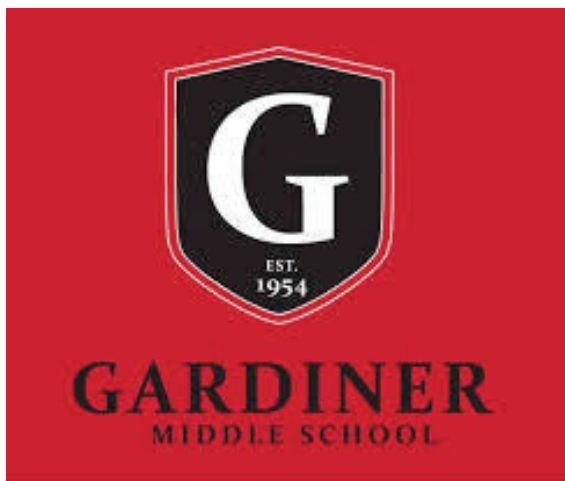
THE LUNAR LADIES - OR002

1	Table of Contents
2	Team Info
3	Team Attire
4	Mission Patch
5	Social Media
6	Delta Dynamics
7	Crater Formation
8	Methane + Moisture
9	Small Invertebrate
10	Landing System
11	Comm. Dish
12	Rover Design
13	References
14	Bonus Projects
15	

.....

Team Information

.....



The Lunar Ladies

Hi! We are the Lunar Ladies. The members of our team are: Ariana Nackos, 8th grade, Patricia Miskey, 8th grade, Pahlychai Thao, 9th grade, Lily Kirkpatrick, 8th grade, and Sophia Miskey, 6th grade. We are coached by Tom Miskey. We represent Gardiner Middle School in Oregon City OR. Team number: OR002.

For this challenge, we have become *Martians*. Our leader is Marvin the Martian. On April 14, 1970, we were on our way to Earth's moon to study crater formation, and we accidentally ran into the Apollo 13 spacecraft! We were badly damaged and forced to go to earth for repairs.

Once we arrived, we each selected important people ("specimens") from NASA to help us get back to Mars. Those are the people on our badges. They weren't able to get us back, but when we heard about this challenge we knew this would be a great chance, so we joined. We are going to try our best to win so we can get a safe ride home to Mars along with the NASA 2020 Rover.

Scrapbook: Team Information

GARDINER MIDDLE SCHOOL



SOPHIA

GRADE: 6



MARVIN

LEADER



LILY

GRADE: 8



PJ

GRADE: 8



ARIANA

GRADE: 8



PAHLYCHAI

GRADE: 9

COACH: TOM MISLEY

Scrapbook: Team Information





Team Attire



SESSION :

Overview of Team Attire

Working together as a team helps us accomplish so much and gives us so many creative ideas. This is very visible in our team attire designs because of the amazing and fun things we did. Dressed as Marvin the Martian, (an old cartoon that has also been a mascot for NASA) we all worked hard on different pieces of clothing. We got especially crafty and creative when it came to our skirts that we sewed ourselves, our head pieces which we put together out of foam, a headband, screws, and wood, and our unique "Specimen" badges where we did research on each person. Wearing our shirts with a patch representing NASA, and different colored sparkling lanyards that represent each one of us, we are proud to be an all girls' team representing the community of women in science.

Scrapbook: Costumes



Scrapbook: Costumes



Costume: Badges

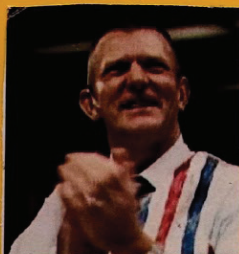


Scrapbook: Badges

EARTH SPECIMENS



For this challenge, we have become martians. Our leader is Marvin the Martian. On April 14, 1970, we were on our way to the moon and hit the Apollo 13 spacecraft and were forced to go to earth for repairs. Once we arrived we selected important people from NASA to help us. Here's who we selected and why.

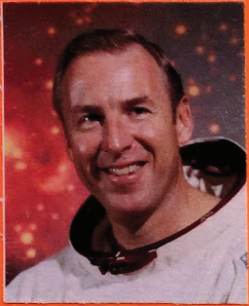


The reason I chose to represent Gene Kranz was because of how important of a figure he was in rescuing the Apollo 13 Astronauts. As a former Fighter Pilot, he took up the job leading Mission Control. In 1970, with the Apollo 13 incident, Gene Kranz led Mission Control to saving the Apollo 13 Astronauts.



Nancy G. Roman is best known for her work with the Hubble Space Telescope, and is even nicknamed the "Mother of Hubble". She joined NASA in 1959 and set up its astronomy program, becoming the first woman to have an executive position as the first Chief of Astronomy for the Office of Space Science.

Scrapbook: Badges



We chose Jim Lovell in honor of the 50th anniversary of the Apollo 13 mission. Jim Lovell was a former NASA astronaut, Naval Aviator, Mechanical engineer, and a retired Navy captain. In 1968 he was a Command module pilot for Apollo 8. He was one of the first 3 to fly to and orbit the moon. He also commanded the 1970 Apollo 13 mission. Jim Lovell logged a total of over 700 hours in space.



We chose Katherine Johnson because we wanted to pick famous women in STEM fields. Katherine Johnson was an American mathematician whose calculations of orbital mechanics as a NASA employee lead to the success of NASA putting an astronaut into orbit around the Earth. She also studied how to use geometry for space travel and figured out the path for a spacecraft to land on the Moon. Katherine Johnson overcame racial discrimination as a black woman working for NASA.



Margaret Hamilton

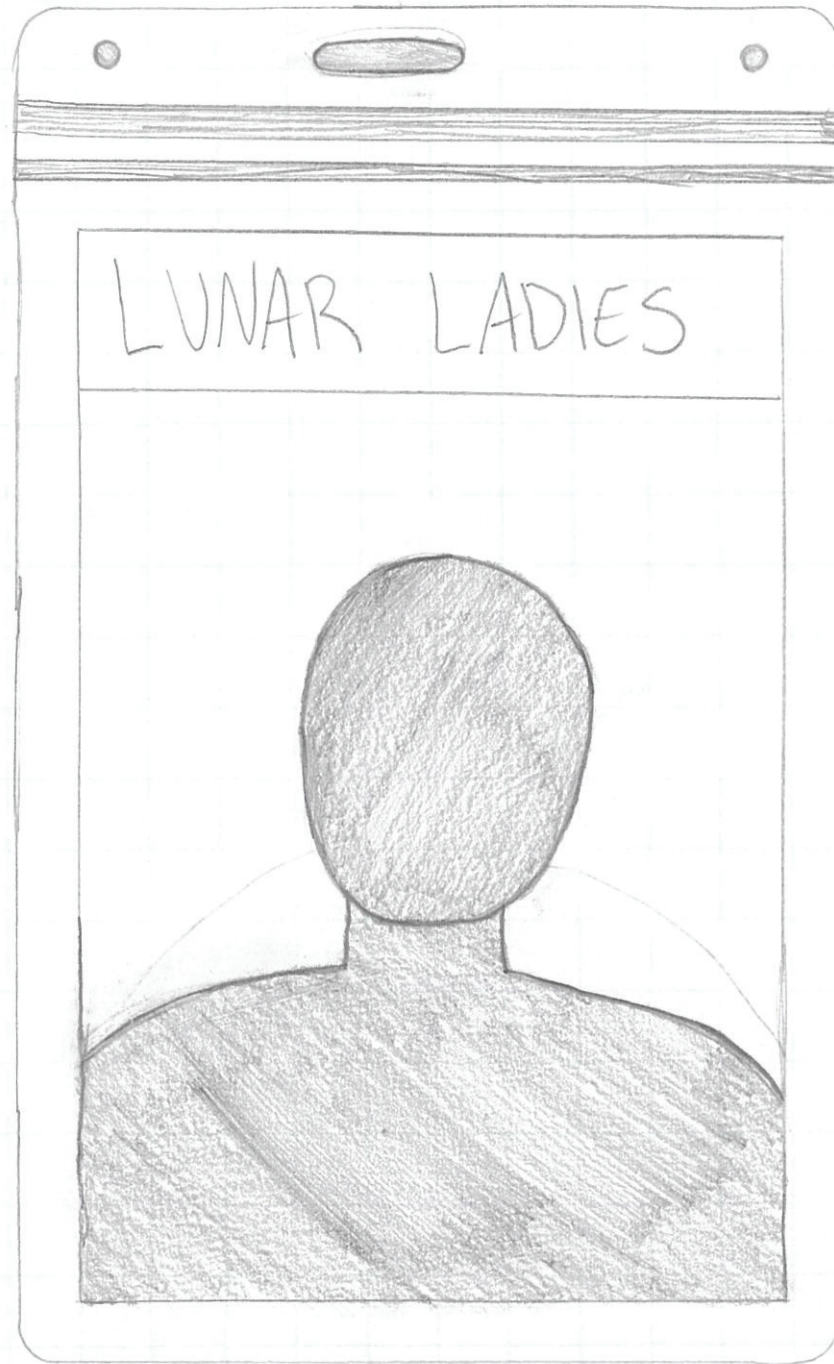
Hamilton was a computer scientist. She studied math and became a mathematician. Hamilton was a computer science pioneer and developed a navigation system for Apollo. She was the leader of the team responsible for developing a software for the command module and the lunar module.



Ariana Nackos

2/12/20 2020

SESSION: Costume Design: Badges (Back of the badge)



- add
martian
language
and
translation?

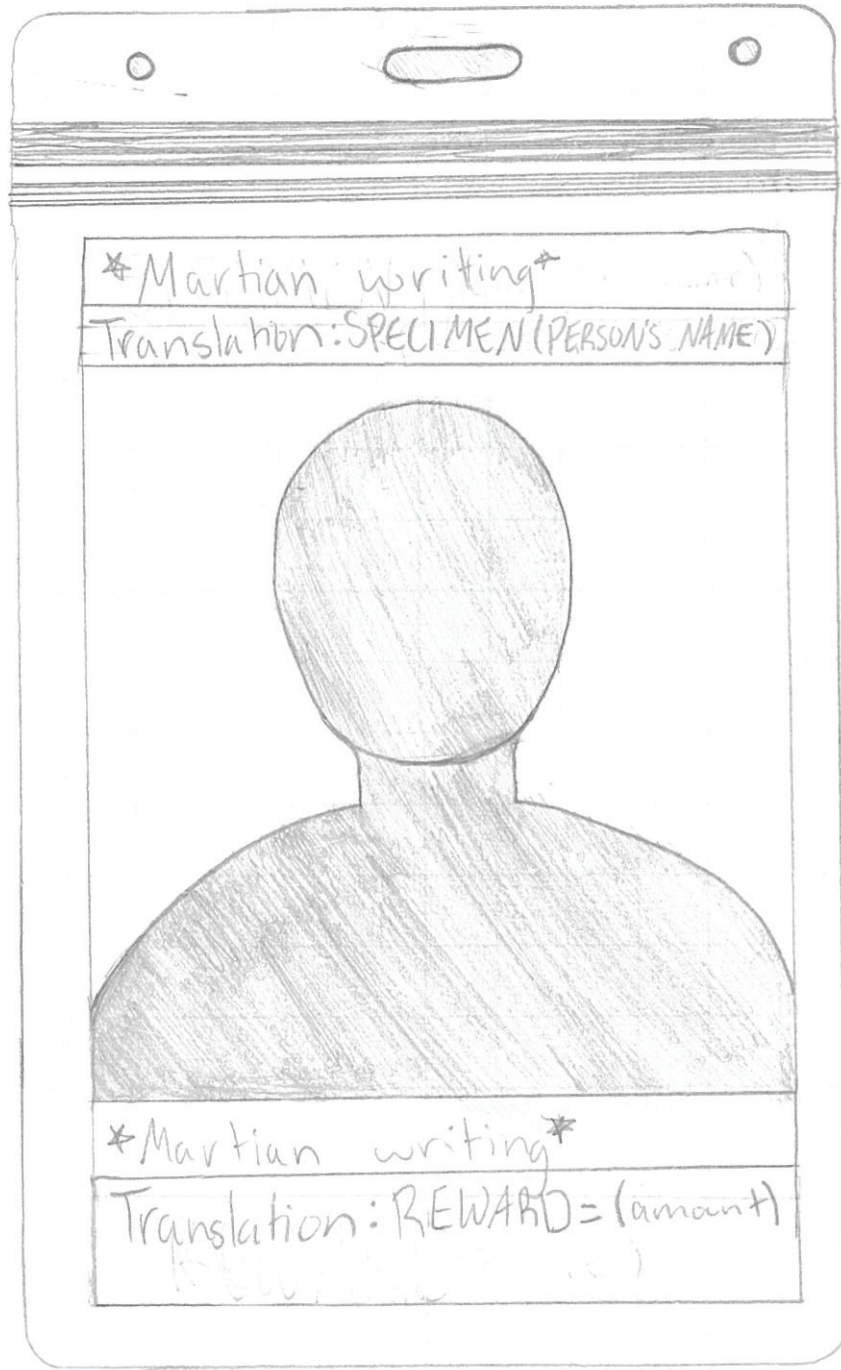
- picture
of
team
member

Ariana Nakos

2-12-20

SESSION:

Costume Design: Badges (Front of the badge)



Add
Martian
language
and
translation ✓

February 26, 2020

Sophia Misley

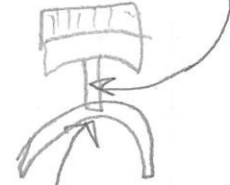
SESSION:

Costume

- Today we worked on our headbands.

- First we cut the piece connecting the sponge (broom) and the headband out, with a saw.

- Next we put a hole in the headband so we could screw that piece on.



- We also put a slit in the sponge to stick the connecting piece in

- Then we connected all the pieces together to make our different color headbands!!!

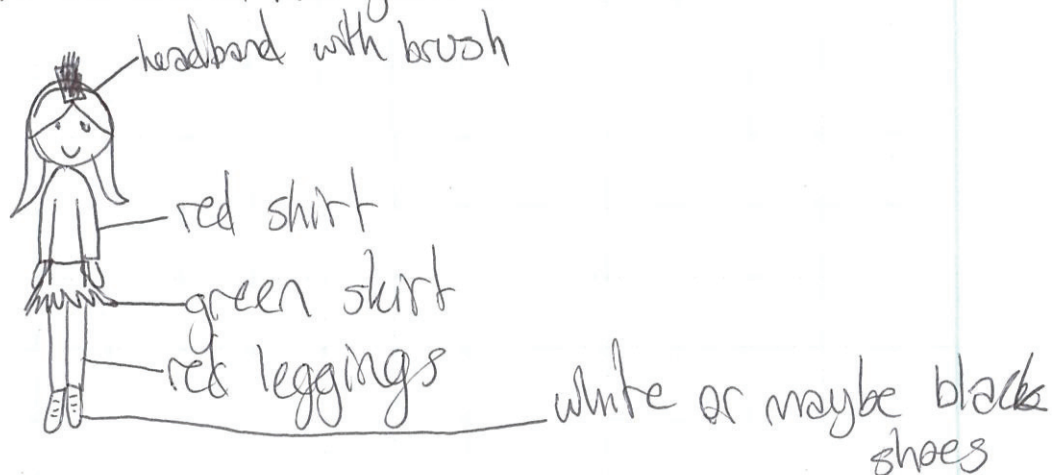
SESSION: 1/29/20

Costume

Problem: We do not have a costume that ties in with NASA, our community or Mars.

Explore: We thought about being mission controllers but we did that last year. We looked at Marvin the martian and think we could have an outfit like his. We could possibly have a red shirt, pants and a green skirt and headband (instead of helmet). We found two good Marvin co

Design:



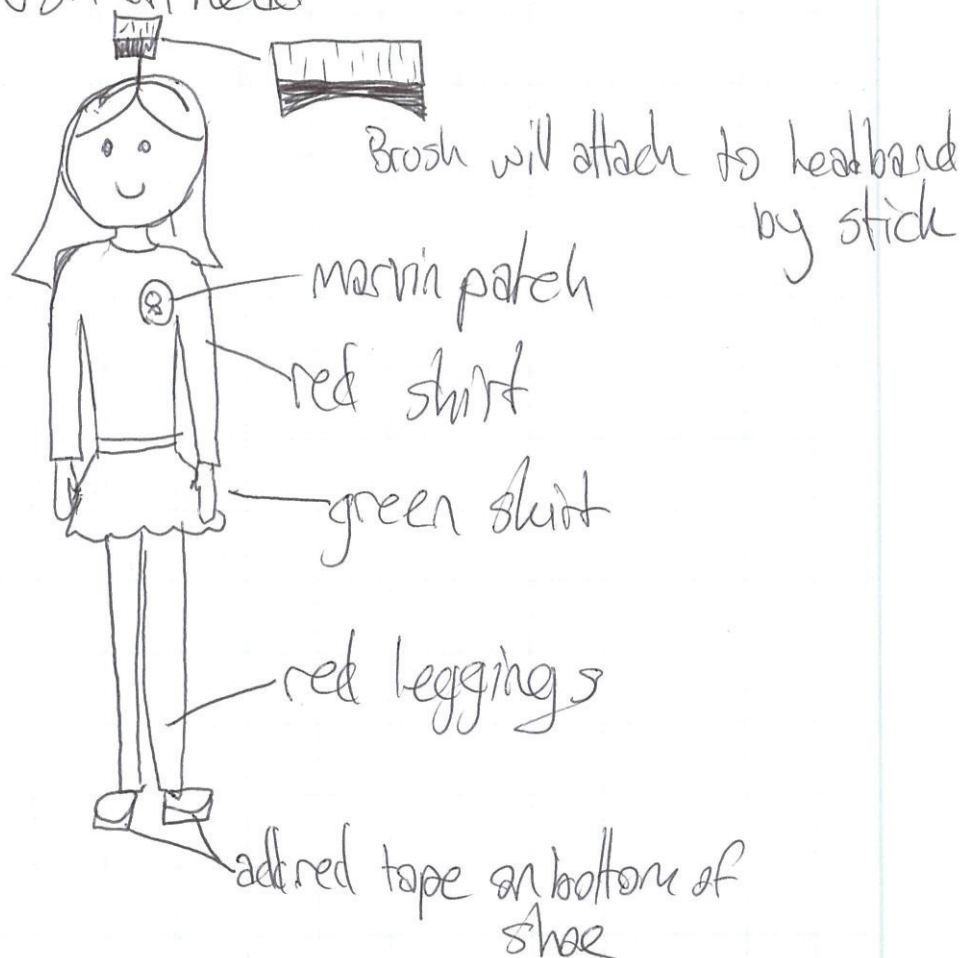
Fav. colors:

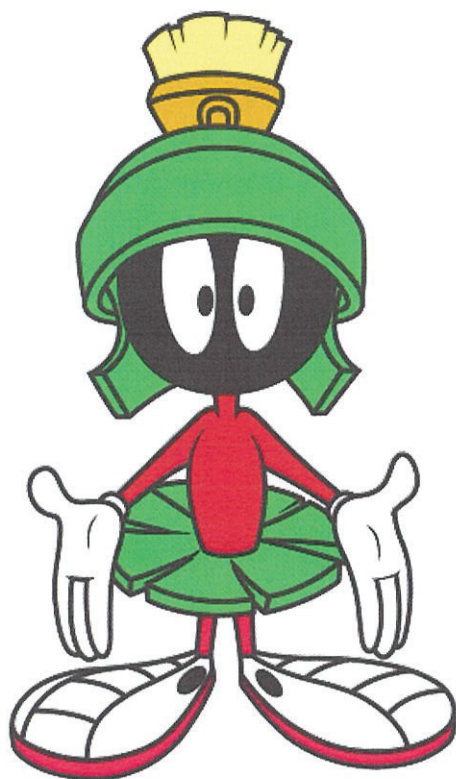
Arianna: Red, Bright green, light green
 Lily: Red, Blue, Pink, light pink
 PJ: Red, Orange, Yellow, yellow yellow
 Pahlgehal: Blue, teal blue
 Sophie: Purple, light purple

SESSION: 1/29/20

Costume

- Marvin painted on our face wearing our color
- Marvin Patch on shirt
- Put "Lunar Ladies" on back of shirt
- Use foam Brush on head





.....

Mission Patch

.....



SESSION: 29 July 2020

Overview of Mission Patch

To make our mission patch we all worked on ideas to include symbolism and meaning. Whenever we got an idea that we all liked I would sketch it out and then, similar to the engineering design process, we'd decide what we liked and didn't like and change it accordingly. As an all girls team our patch shows our support for women in science and women of NASA, as well as the Apollo 13 mission, our community, and the Mars 2020 Rover.



The Lunar Ladies (OR002): MISSION PATCH

Our mission patch celebrates women in science as well as NASA and our home town of Oregon City. The following is a list of the symbols.



- **The Shield:** the shield the girl is holding represents Nancy Roman and how she pushed back against society to become the first woman executive at NASA.

- **The Stack of Code:** On the shield are three books of software code to represent Margaret Hamilton, the team lead responsible for the on-board flight software for the Apollo program.



- **The Raindrops:** the five raindrops represent us five girls and how a collection of rain drops can start a mighty river.



- **The Lightning Bolts:** the lightning bolts are for Valentina Tereshkova, the first woman in space, and Sally Ride, the first American woman in space. They also represent Oregon City as the first long distance power transmission site in 1889.



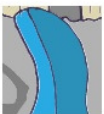
- **The Stars:** the three stars in the Mars sky represent the three Apollo 13 astronauts, Jim Lovell, Jack Swigert, and Fred Haise in honor of the 50th anniversary of their “successful failure”.



- **The Delta Dynamics:** the fan shaped lines on the surface of Mars represent an ancient river delta and a possible location to search for past life on Mars.



- **The Tower:** the tower represents the Oregon City elevator located in our home town. It is the only outdoor municipal elevator in the United States.



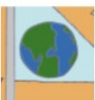
- **The Waterfall:** the waterfall is Willamette Falls in Oregon City; it also represents the ancient rivers and waterfalls on Mars.



- **The Outfit:** the girl is dressed up like everyone’s favorite alien, Marvin the Martian, who has been featured in real NASA patches in the past.



- **The Helmet:** the helmet has a circle inside a square to represent how the Apollo 13 crew needed to fit together a square “peg” filter and a round filter hose.



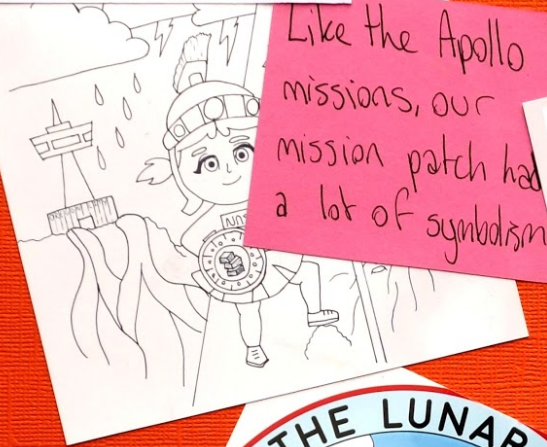
- **The Flag:** the flag with the globe represents all the people of earth who benefit from science and exploration.



- **NASA & JPL Logos:** the logos are included to honor the workers of the Mars 2020 rover.

Scrapbook: Mission Patch

MISSION PATCH



Like the Apollo missions, our mission patch had a lot of symbolism



Our mission patch celebrates women in science as well as NASA and our home town of Oregon City. The following is a list of the symbols.



- **The Shield:** the shield the girl is holding represents Nancy Roman and how she pushed back against society to become the first woman executive at NASA.



- **The Stack of Code:** On the shield are three books of software code to represent Margaret Hamilton, the team lead responsible for the on-board flight software for the Apollo program.



- **The Raindrops:** the five raindrops represent us five girls and how a collection of rain drops can start a mighty river.



- **The Lightning Bolts:** the lightning bolts are for Valentina Tereshkova, the first woman in space, and Sally Ride, the first American woman in space. They also represent Oregon City as the first long distance power transmission site in 1889.



- **The Stars:** the three stars in the Mars sky represent the three Apollo 13 astronauts, Jim Lovell, Jack Swigert, and Fred Haise in honor of the 50th anniversary of their "successful failure".



- **The Delta Dynamics:** the fan shaped lines on the surface of Mars represent an ancient river delta and a possible location to search for past life on Mars.



- **The Tower:** the tower represents the Oregon City elevator located in our home town. It is the only outdoor municipal elevator in the United States.



- **The Waterfall:** the waterfall is Willamette Falls in Oregon City; it also represents the ancient rivers and waterfalls on Mars.



- **The Outfit:** the girl is dressed up like everyone's favorite alien, Marvin the Martian, who has been featured in real NASA patches in the past.



- **The Helmet:** the helmet has a circle inside a square to represent how the Apollo 13 crew needed to fit together a square "peg" filter and a round filter hose.



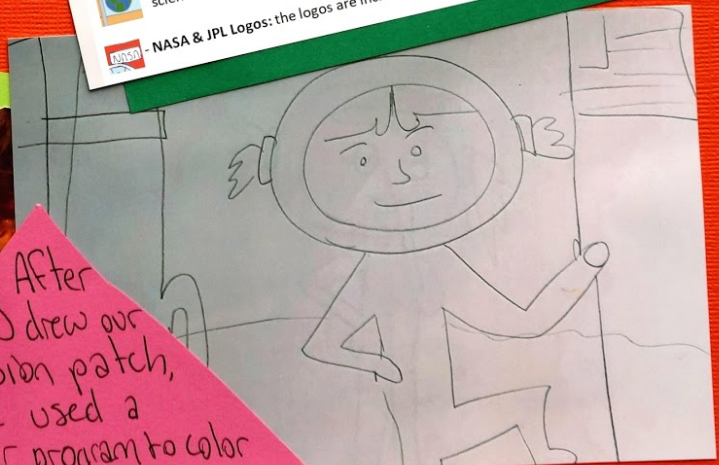
- **The Flag:** the flag with the globe represents all the people of earth who benefit from science and exploration.



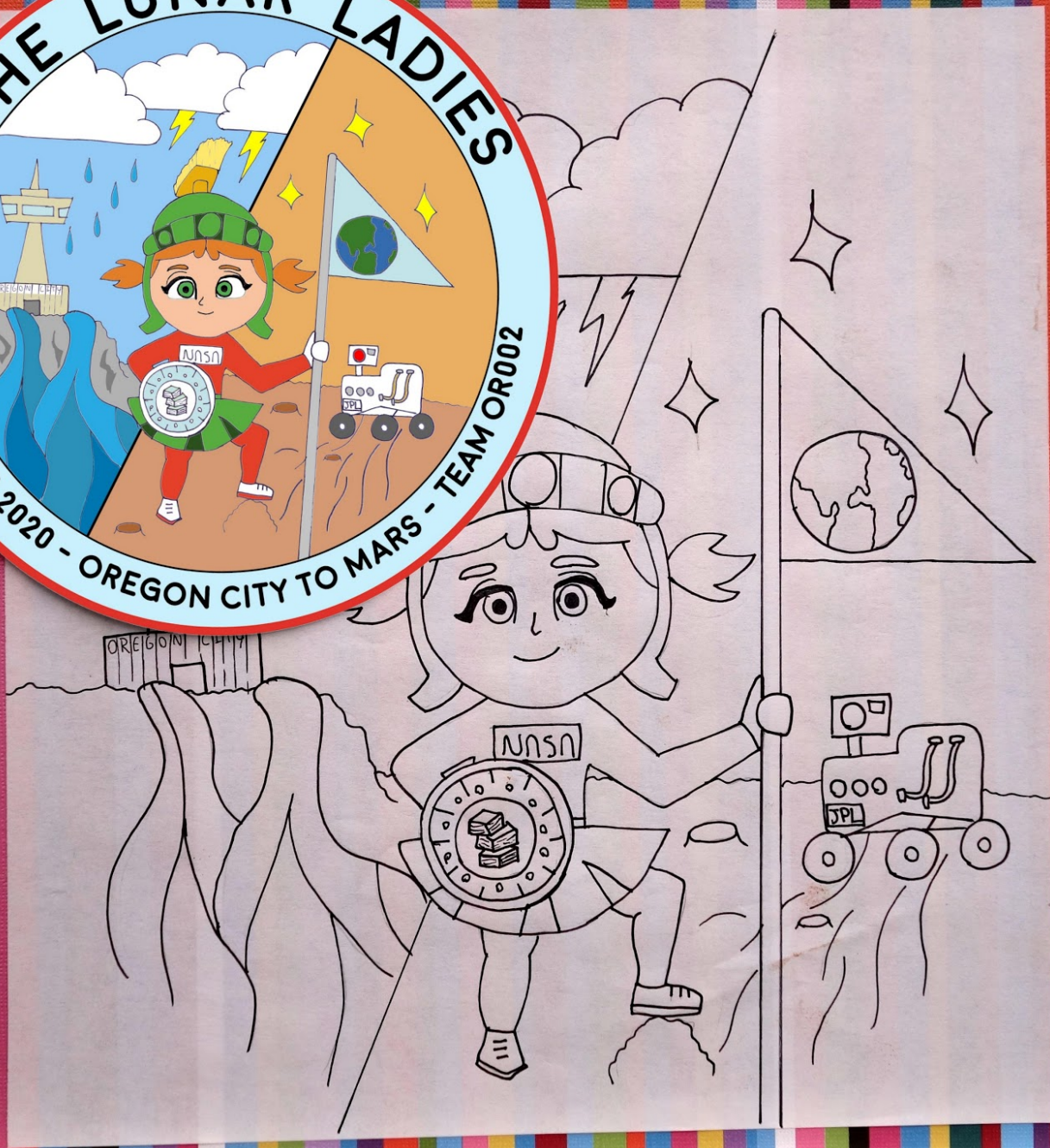
- **NASA & JPL Logos:** the logos are included to honor the workers of the Mars 2020 rover.



After PJ drew our mission patch, Sophie used a computer program to color it.



Scrapbook: Mission Patch



Sophia Misley February 12, 2020

SESSION:

How to Paint a Line Drawing

- ① ~~1~~ ~~2~~ ~~3~~ Scan the line drawing into a computer
- ② Go to the background layer and use the magic wand tool to select the piece you want to color
- ③ In the top or middle left of your screen, you can choose the color. If you want a color already on your tab or on a different one, you use the eyedropper tool to select it.
- ④ ~~4~~ In the paint layer, select ~~the~~ the flood fill tool, ~~the~~ then click on your selected piece.
- ⑤ ~~5~~ Continue to do different pieces in different colors!

SESSION: 1/29/20

Mission Patch discussions

- OL Elevator - stars
- Willamete River (Falls) - Earth in background
- rocks in background - transition line
- represent Margaret A and Nancy G
- shield and sword to represent how Roman fought against society
- rain drops for us girls - apple 13
- square going into a circle - girl is wearing vest for Gene
- craters for astronauts - aliens
- mountains - ocean to represent coast
- Mars is war & agriculture - girl holding shield (sword not drawn)
- half girl, half alien

SESSION:

Mission Patch Page 2

Comments from initial draft:

- girl was too tall
- flag was too big

Draft 2:

- rover too small
- make elevator shorter
- make legs better
- change flag to Earth flag

Draft 3:

- books on shield is too tall
- fix rover
- move ~~delta~~ delta to other side
- make flag bigger

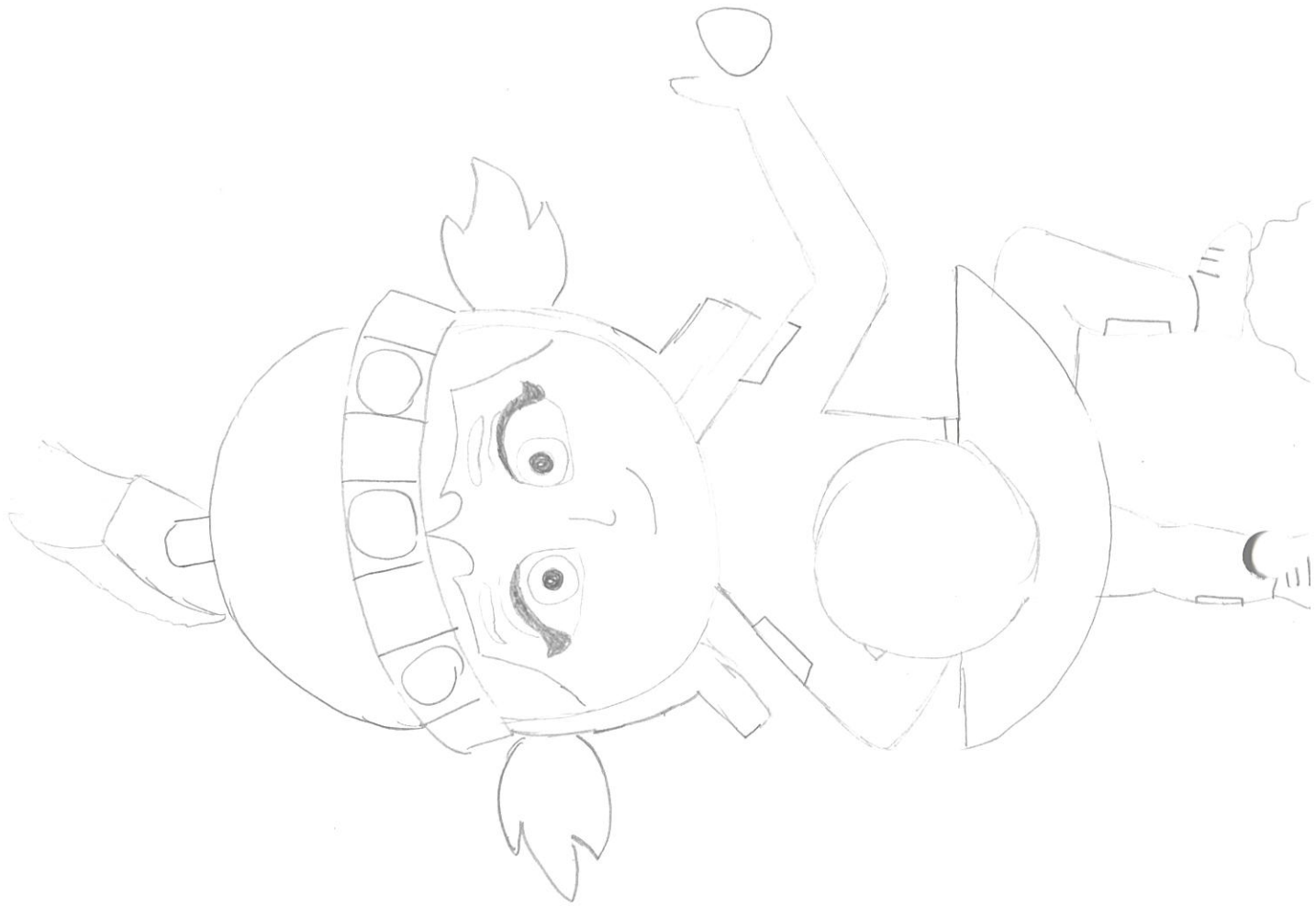
Draft 4:

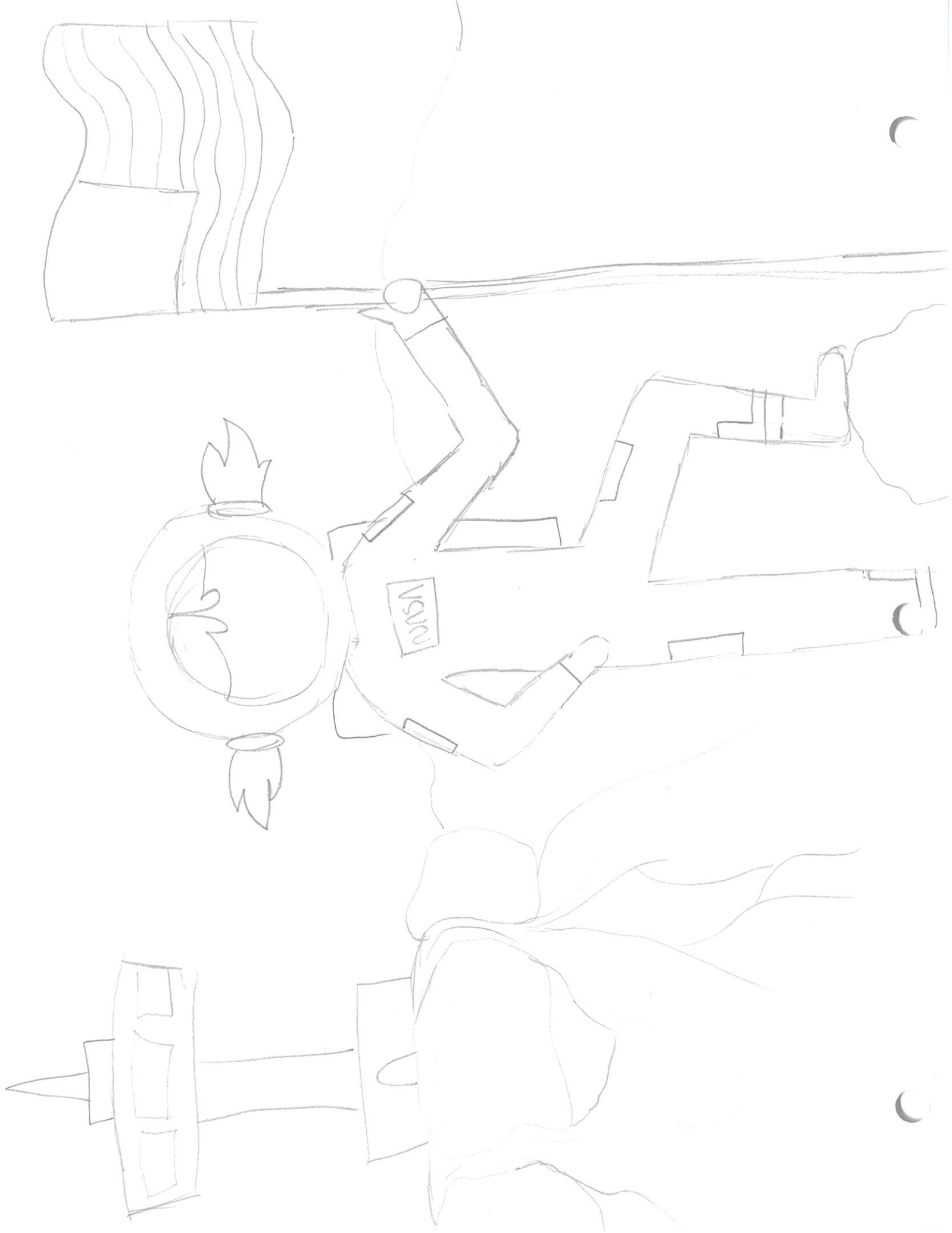
- fix rover
- change books

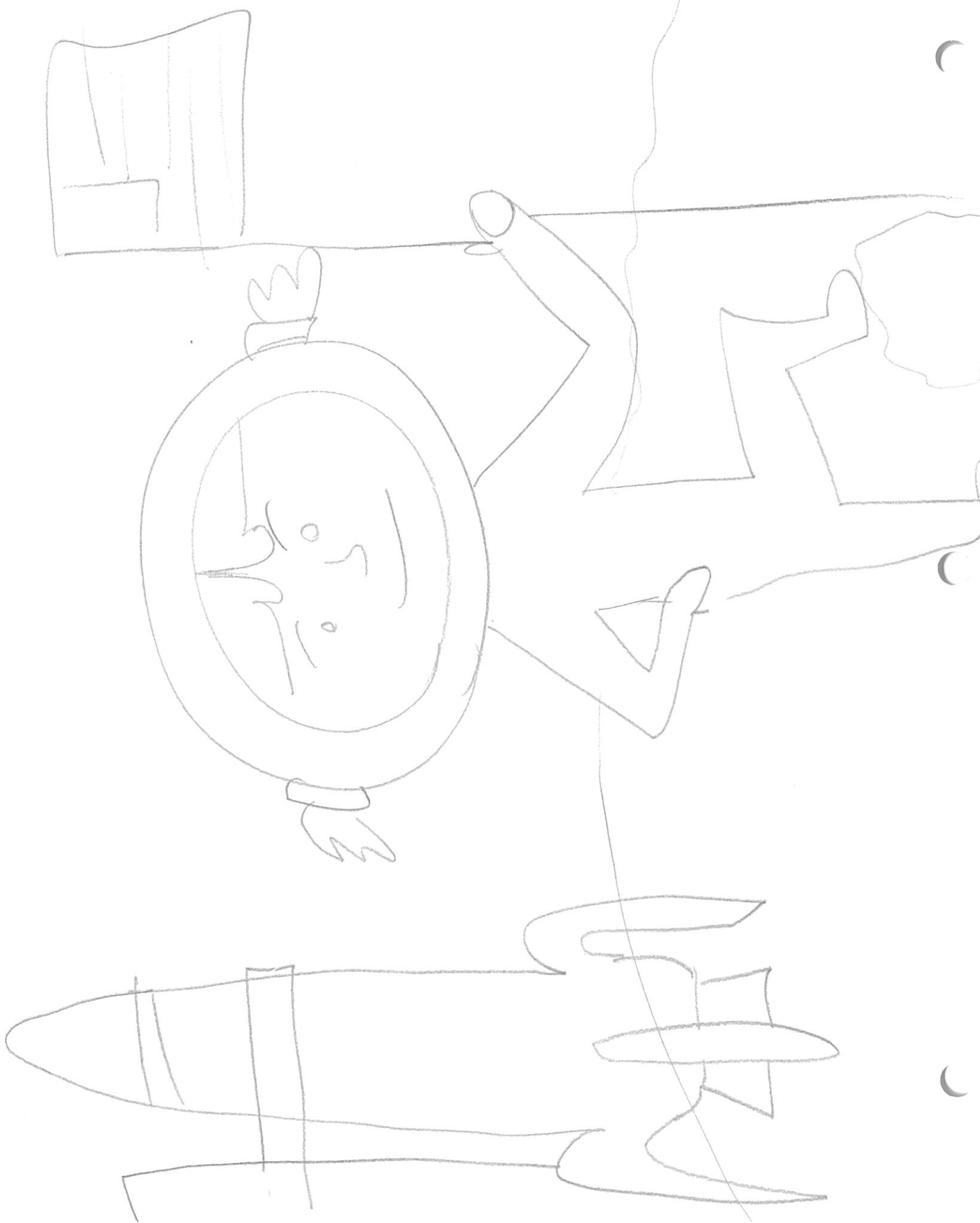
Almost Final draft:

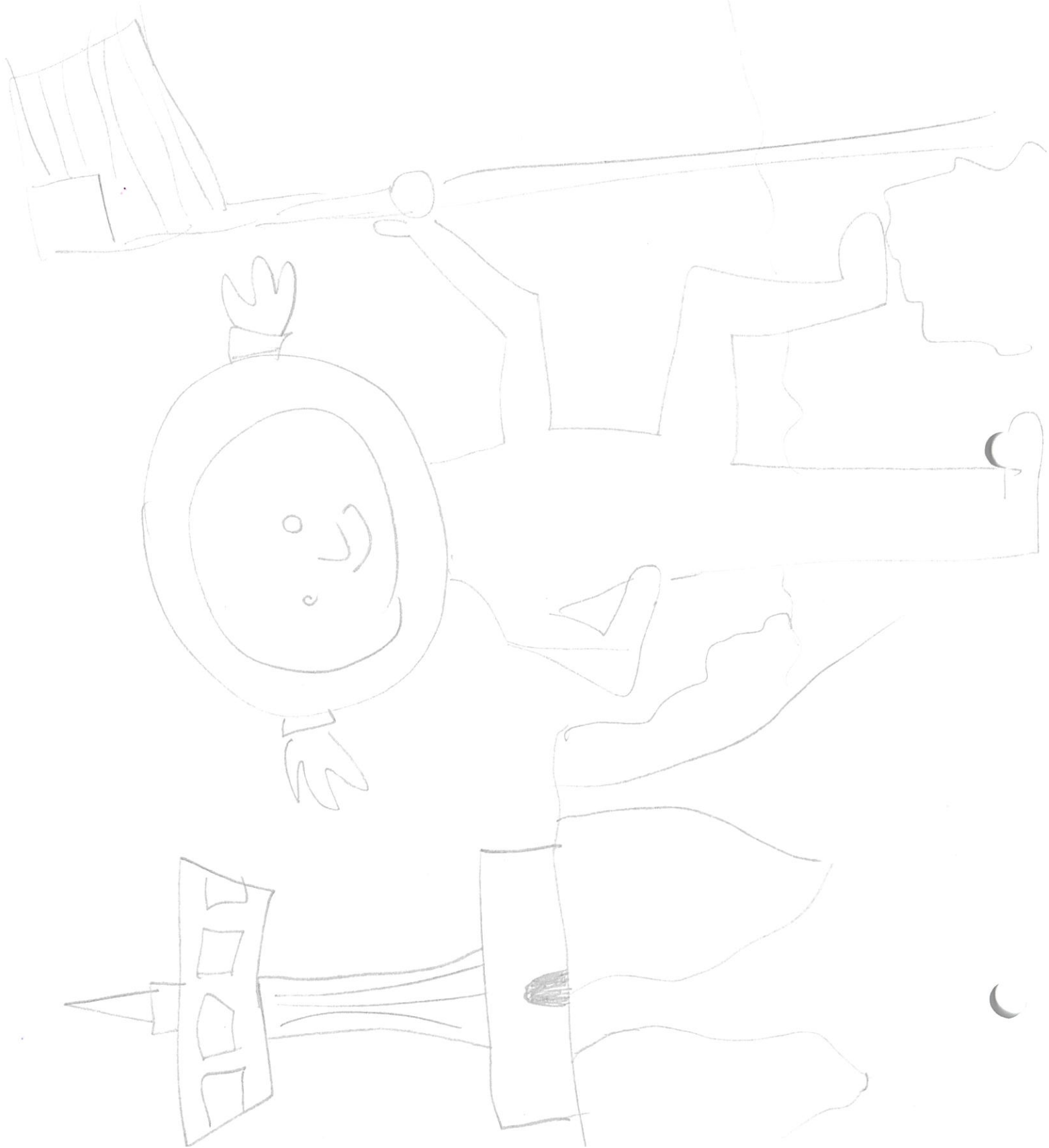
- change rover wheels
- add craters
- JPL sticker





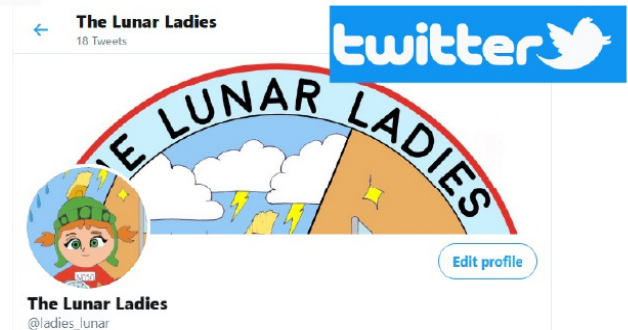
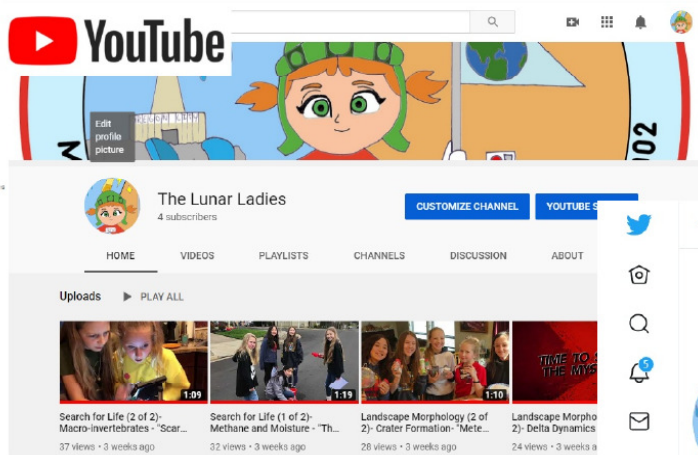






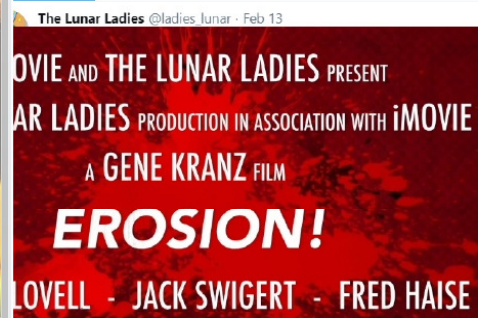
Social Media

[Twitter.com/Ladies_Lunar](https://twitter.com/Ladies_Lunar)



The Lunar Ladies are an all-girls team competing in the ROADS on Mars Challenge -rating NASA's 2020 Rover and Apollo 13's 50th (Team: OR002)
Oregon City, Oregon
Joined May 2019
Following 3 Followers

Tweets Tweets & replies Media Likes



Lily

SESSION: 22, July, 2020

Overview Of Social Media

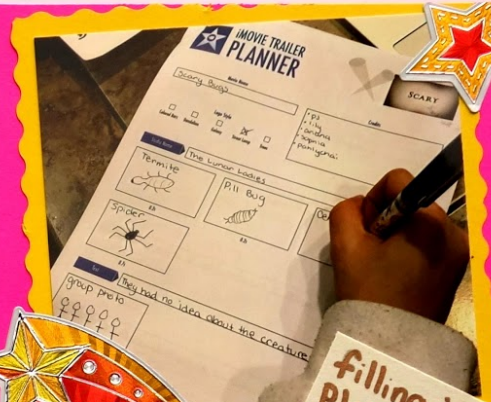
In order to create and put together our social media posts we went through various steps and a few learning curves. The first thing we did was during our mini challenges. We took videos and photos of our prep, during, and clean up of the mini challenges using our iPhones. Next we found this really cool app called iMovie. We used the iMovie planning sheets to organize our videos and photos into each mini challenges own trailer. While putting together the trailers we learned about the Ken Burns panning method to crop our photos and give them more life. One of the things we learned in the process of making these is that we needed to save a backup of each trailer because our computer crashed and one of our trailers was lost and we had to redo it. The final step to our social media posts was to post them on Twitter, Facebook and Youtube.

Scrapbook: Social Media

SOCIAL MEDIA



iMovie
We used
this app
to turn
our photos
into movie
trailers.

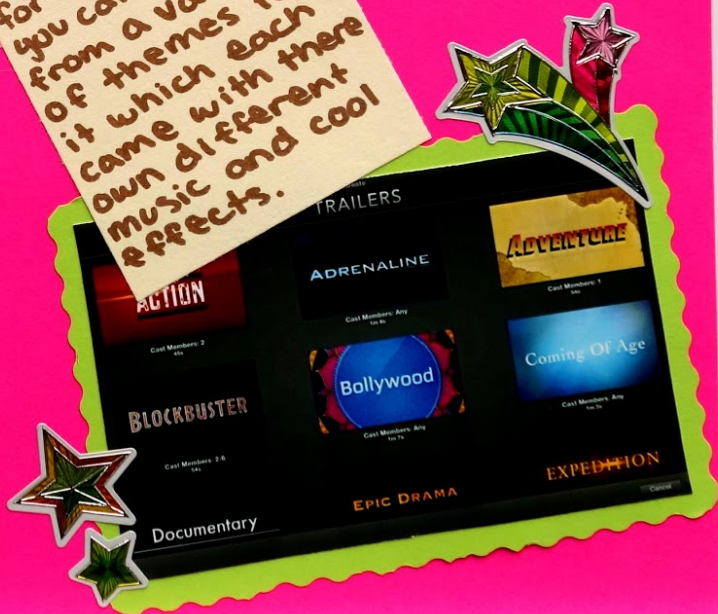


Filling in a
planning
guide to
give us an
idea on how
it will look.



In this photo we
are using photos
we downloaded
on the laptop
and dragging
them onto the
app in the
trailer outline
to create our
movie trailer.

for each trailer
you can choose
from a variety
of themes for
it which each
came with there
own different
music and cool
effects.



Scrapbook: Social Media



All of the movie trailers and other videos we put together we posted on many different social media platforms, including twitter, YouTube, and Facebook.

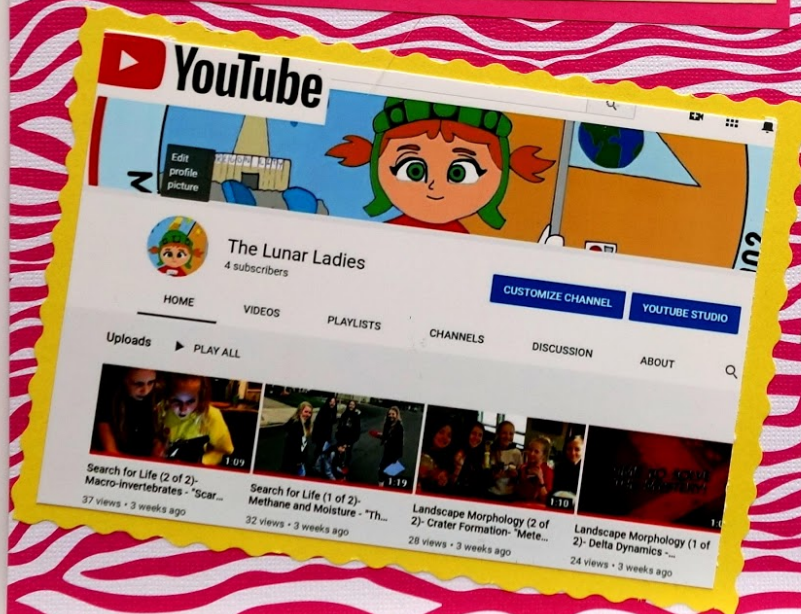
EROSION!

THE SEARCH

**SCARY BUGS
SCARY BUGS**



METEOR STORM!



SESSION: Imovie trailer - Gas/moisture detection and Bugs

I worked on the Gas/moisture and scary bugs movie trailer. While doing it I learned about Ken burns panning for cropping. We also learned importance of backups cause we lost the bugs trailer that I had to re-do when the computer crashed. The steps to backing a file up are: 1.) launch finder 2.) go to documents/Imovie files 3.) highlight file 4.) click gear 5.) choose copy 6.) go to backup thumb drive 7.) go back to gear 8.) choose paste. And that is how you back it up!



iMOVIE TRAILER PLANNER



SCARY

Movie Name

Scary Bugs

Credits

- PJ
- Lily
- Ariana
- Sophia
- panlychai

Logo Style



Colored Bars



Dandelion



Galaxy



Street Lamp

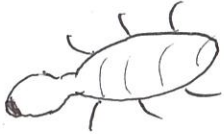


Trees

Studio Name

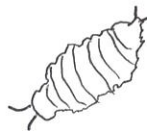
The Lunar Ladies

Termite



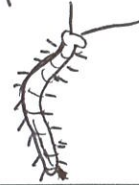
0.2s

Pill Bug



0.2s

Centipede



0.3s

Spider

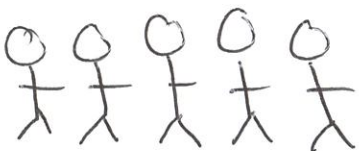


0.7s

Text

They had no idea about the creatures

group photo



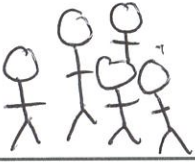
3.3s



Text

lurking beneath their feet

group photo

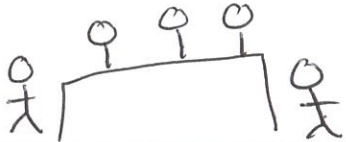


3.7s

Text

They set out to find them

photo working

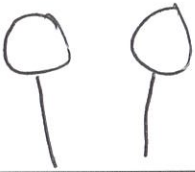


6.0s

Text

and study them... up close... too close

PJ + Sophia



2.3s

pic of notes



1.3s

Text

macro invertebrates everywhere

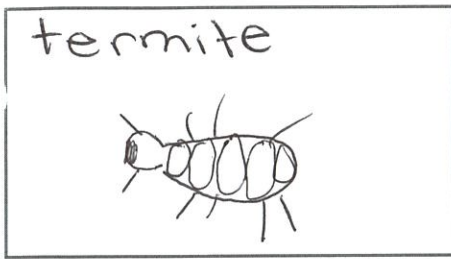
invertebrate chart



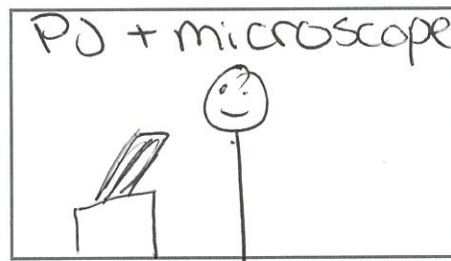
1.1s

Text

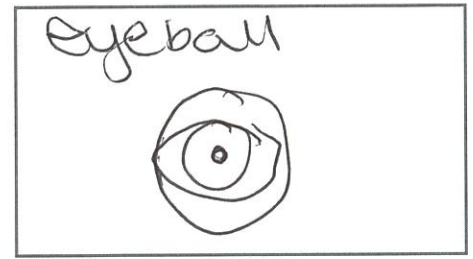
So many different creatures



1.1s



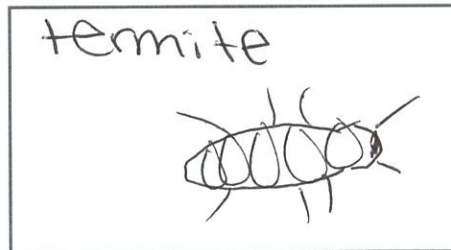
0.9s



0.9s



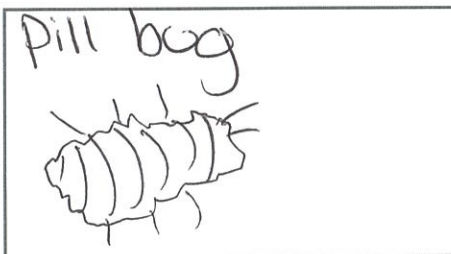
0.9s



0.9s



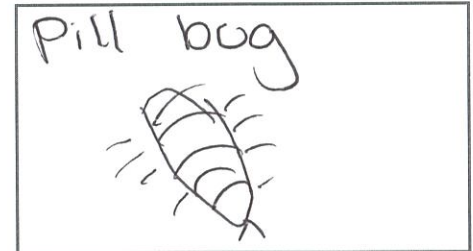
0.9s



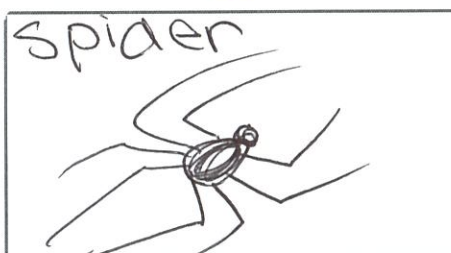
0.9s



0.9s



0.9s



0.9s



0.9s



0.9s



0.9s

Text

Scary Dogs

Credits

Scary PJ



1.2s

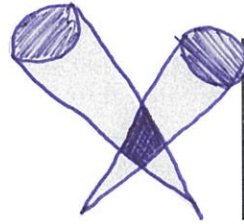


Download more iMovie Trailer Planners at
learninginhand.com/trailers





iMOVIE TRAILER PLANNER



Movie Name

Credits

Erosion

Logo Style



Colored Bars



Dandelion



Galaxy



Street Lamp



Trees

Studio Name

Lunar ladies

Text

~~Attack of the~~ They weren't expecting it

2.0s

1.9s

Text

The attack of the Alluvial Fan!

0.6s

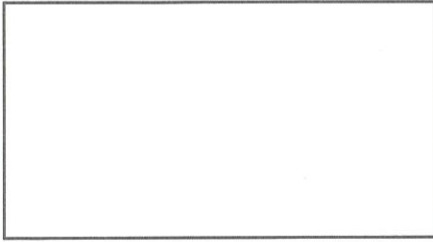
Text

~~Kapow!~~ Flush!

Ariana is so cool! Wow!

-Lily

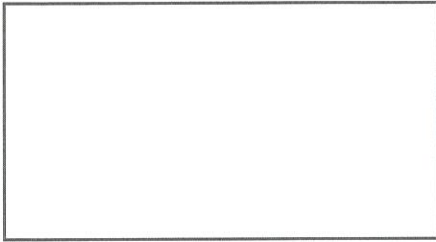




0.4s

Text

Slide!



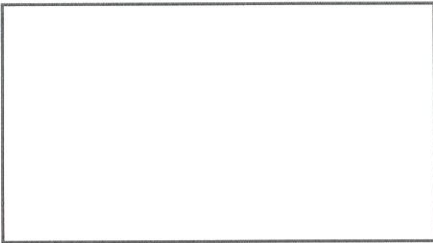
0.7s

Text

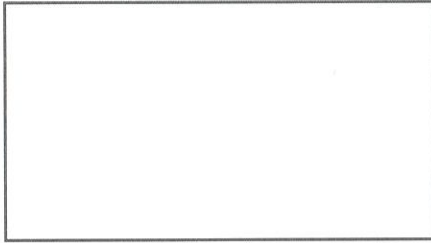
Slosh!

Text

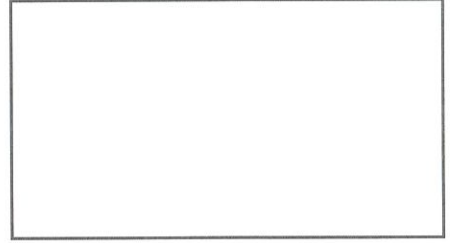
All year day, All year!



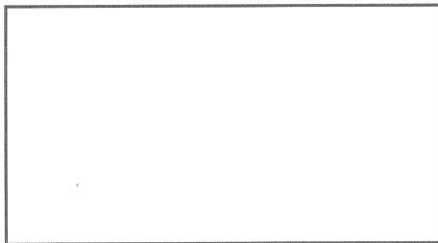
1.1s



1.1s



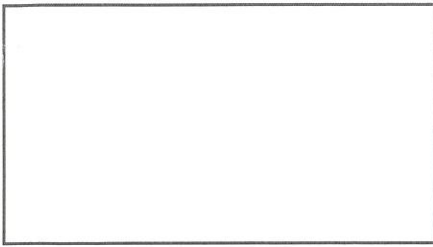
1.2s



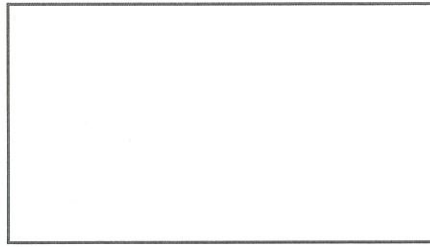
1.5s

Text

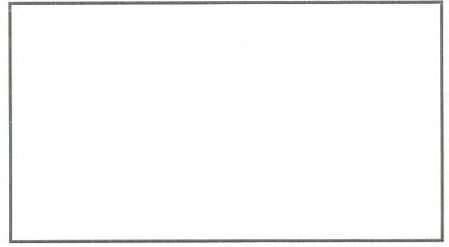
The erosion is here



1.2s



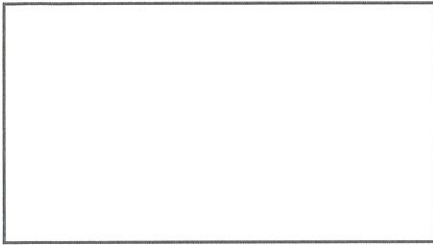
1.1s



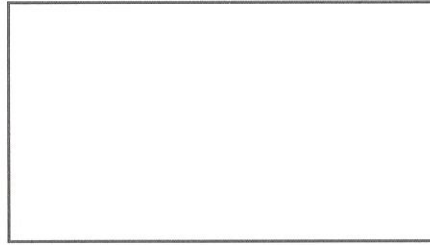
2.3s

Text

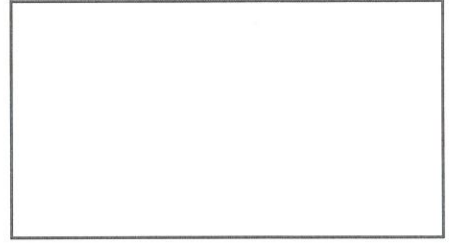
Erosion! Moulding ~~the~~ ~~birth~~ Mars!



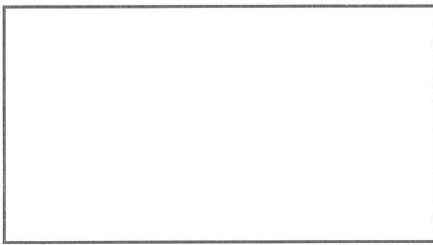
2.2s



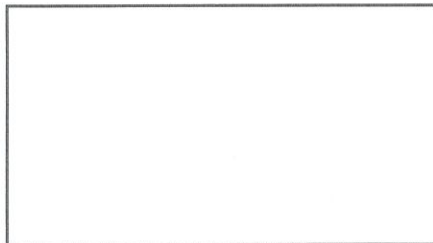
1.1s



1.2s



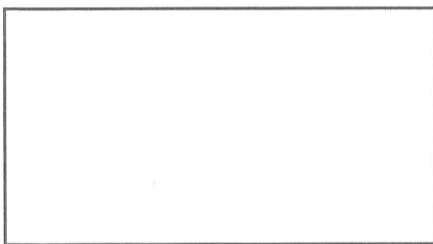
1.2s



0.5s

Text

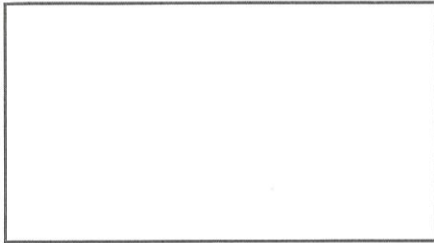
Everything is changing!



0.7s

Text

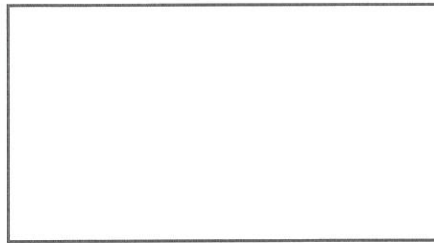
rain, and floods



0.5s

Text

eating away the surface



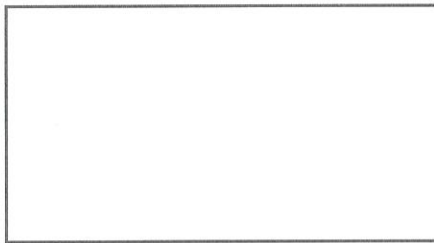
0.4s

Text

~~Big b~~
Big boulders becoming smaller
Pebble

Text

The Surface will never be the same



0.4s

Credits



Download more iMovie Trailer Planners at
learninginhand.com/trailers



.....

Delta Dynamics

.....



SESSION: 19 July, 2020

Overview of Delta Dynamics

When doing our experiment we used the scientific method to solve our questions. Each of us set up an experiment to answer our question. We also made a time lapse video to go with this experiment to show what water can do to the land it runs over. In the end we all learned that roots and rocks hold dirt together; a spread out stream of water will erode slower than a concentrated stream and water will rush into pre-made canals and ditches.

Scrapbook: Delta Dynamics

EROSION!

DELTA DYNAMICS

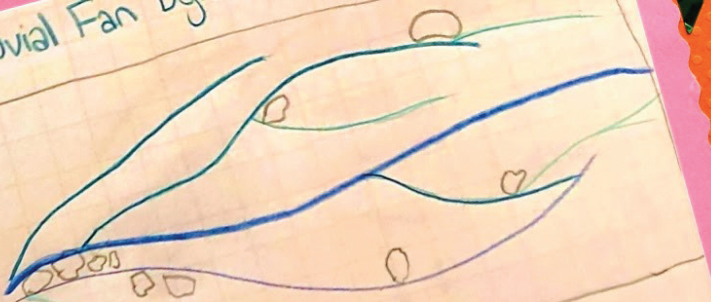
FLOOD!



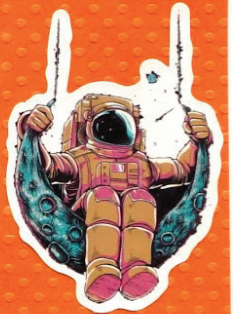
Strong gushes
of water erode
land quicker



Alluvial Fan Dynamics



Rocks can help hold
soil, dirt or sand together



Scrapbook: Delta Dynamics



Delta Dynamics:







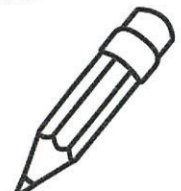
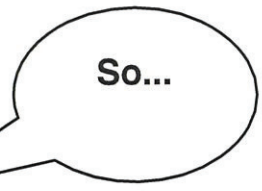


Delta Dynamics



Name Ariana NavkosDate 12-3-19





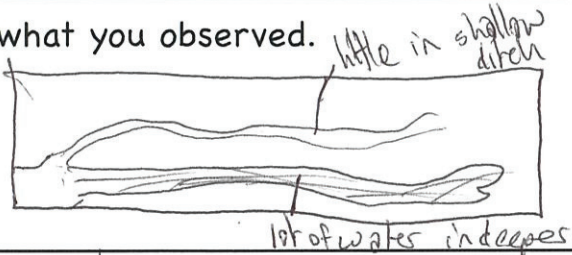

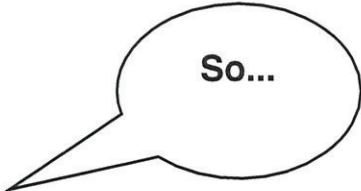
Scientific Method

Ask a Question 	Will the erosion go faster if or slower if it's ^{the water is} concentrated in 1 spot or like rain?	
Make a Prediction 	I think the rain will er make a larger area erode, but it will go slower. The concentrated water concentrated in the area a small area will erode faster, but not erode as much.	
Make a Plan and Follow it 	Pour water in, observe. Then pour normal pit pitcher, observe	
Observe 	Draw what you observed. Water in 	Pitcher 
Record the Results 	Watering can goes slower erodes slower than the pitcher.	
Draw a Conclusion 	Watering can eroded slower.	

Name PJ ~~Antony~~ Misley

Date 12/3/19





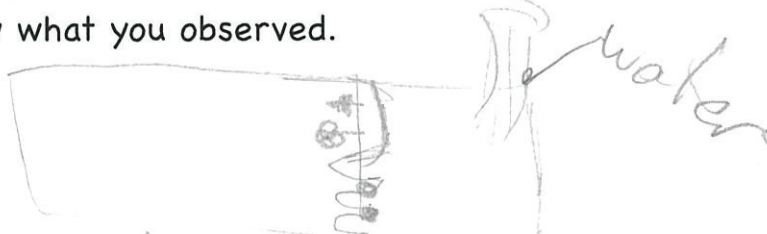


Scientific Method

<p>Ask a Question</p> 	<p>What if there were two trenches already in the sand? What Would it go for the deeper one?</p>
<p>Make a Prediction</p> 	<p>I think the water will rush to the deep canal instead of the shallow one one.</p>
<p>Make a Plan and Follow it</p> 	<p>- Pour water in the corner with two long ditches leading out of it (one deeper than the other) - record how/where the water moves</p>
<p>Observe</p> 	<p>Draw what you observed.</p> 
<p>Record the Results</p> 	<p>more water went in the deeper canal than the shallow</p>
<p>Draw a Conclusion</p> 	<p>So gravity drew more water down the deep straight trench than the windy(er) shallow one.</p>

Name Sophia Mitley

Date 12/3/19







Scientific Method

<p>Ask a Question</p> 	<p>Will the trees in our model help block the water or be washed away?</p>
<p>Make a Prediction</p> 	<p>I think they will be washed away because since they are big trees so they do not have roots.</p>
<p>Make a Plan and Follow it</p> 	<p>I am going to put sand in a container, and put it on one side. I will pour the water on the other side and when it reaches the trees I will see if they stay sturdy.</p>
<p>Observe</p> 	<p>Draw what you observed.</p> 
<p>Record the Results</p> 	<p>The big trees fell over, but the little ones were still standing. The sand was washed back between the trees.</p>
<p>Draw a Conclusion</p> 	<p>The taller trees actually did fall over because their center of gravity was higher. In real life the trees probably would have stayed because of their roots.</p>

Name Lily Newpatrick

Date 12/3/19

Scientific Method

<p>Ask a Question</p> 	<p>What are the affects will boulders on the shore prevent erosion?</p>
<p>Make a Prediction</p> 	<p>I think the boulders will not stop erosion.</p>
<p>Make a Plan and Follow it</p> 	<ol style="list-style-type: none"> 1. do a test without "boulders" and see what happens 2. do a test with "boulders" and see what happens.
<p>Observe</p> 	<p>Draw what you observed.</p> <p>the rocks made it stronger than the other tests we did without rocks</p>
<p>Record the Results</p> 	<p>the rocks made the sand last longer the sand drained while some of the sand and rocks stayed</p>
<p>Draw a Conclusion</p> 	<p>In conclusion the rocks made it stronger and kind of prevented a little bit of erosion</p>






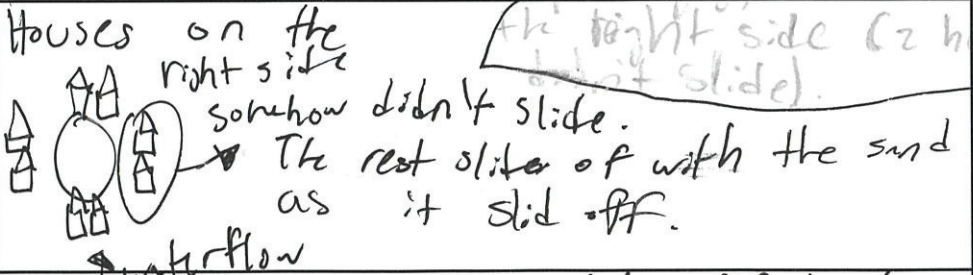
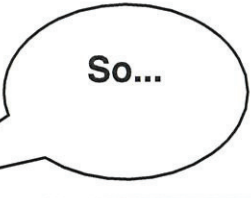
Name

Pahlyhai Thao

Date

December 3rd 2019

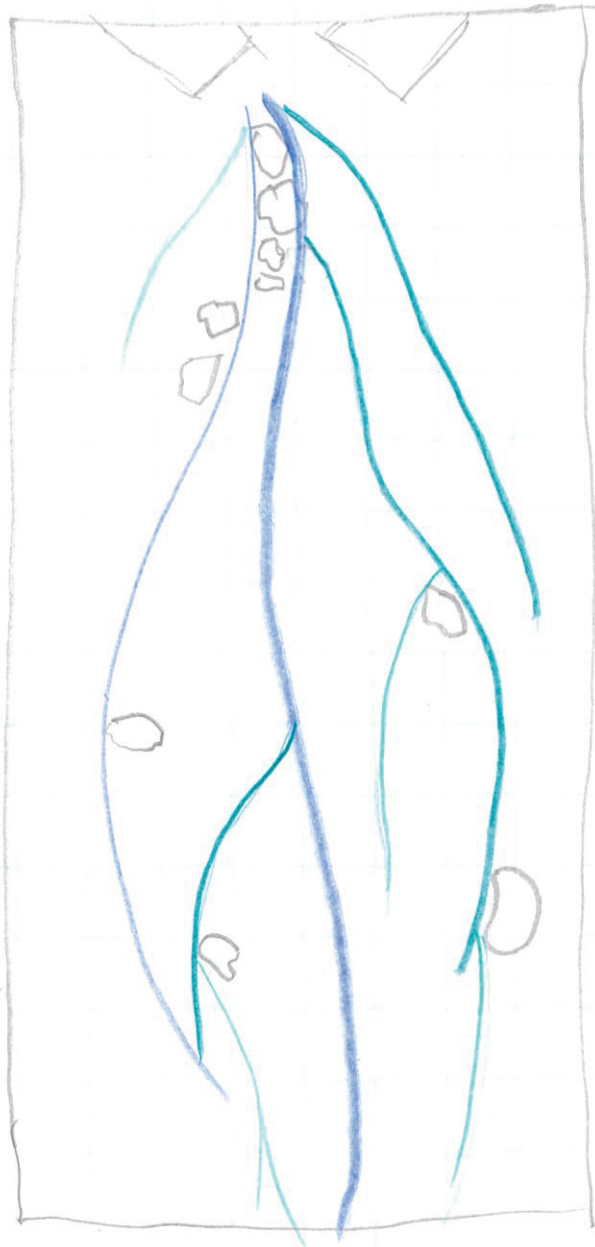
Scientific Method

Ask a Question 	<p>If there is an empty lake surrounded by houses, and water falls before the houses, will the water fall in the divit or flood the houses and tip them over?</p>
Make a Prediction 	<p>I think the lake will fill up and only the houses on the edges front and back of the lake will slide away.</p>
Make a Plan and Follow it 	<ol style="list-style-type: none"> 1.) dig a huge hole in the middle of sand and place houses around. 2.) Pour water and see what happens.
Observe 	<p>Draw what you observed.</p> <p>The houses right in front of the lake slid off the sand and quickly the hole filled w/ water. Eventually, the full lake caused the sides to cave in and surprisingly, the houses on the right side (2 houses) didn't slide.</p>
Record the Results 	<p>Houses on the right side somehow didn't slide. The rest slide off with the sand as it slid off.</p> 
Draw a Conclusion 	<p>All houses on sand slid off building a village by a lake is bad because if the ground is tilted and it rains, the water will run to the lake, but also flood and</p>

move the houses.

SESSION: 1/26/20

Alluvial Fan Sketch



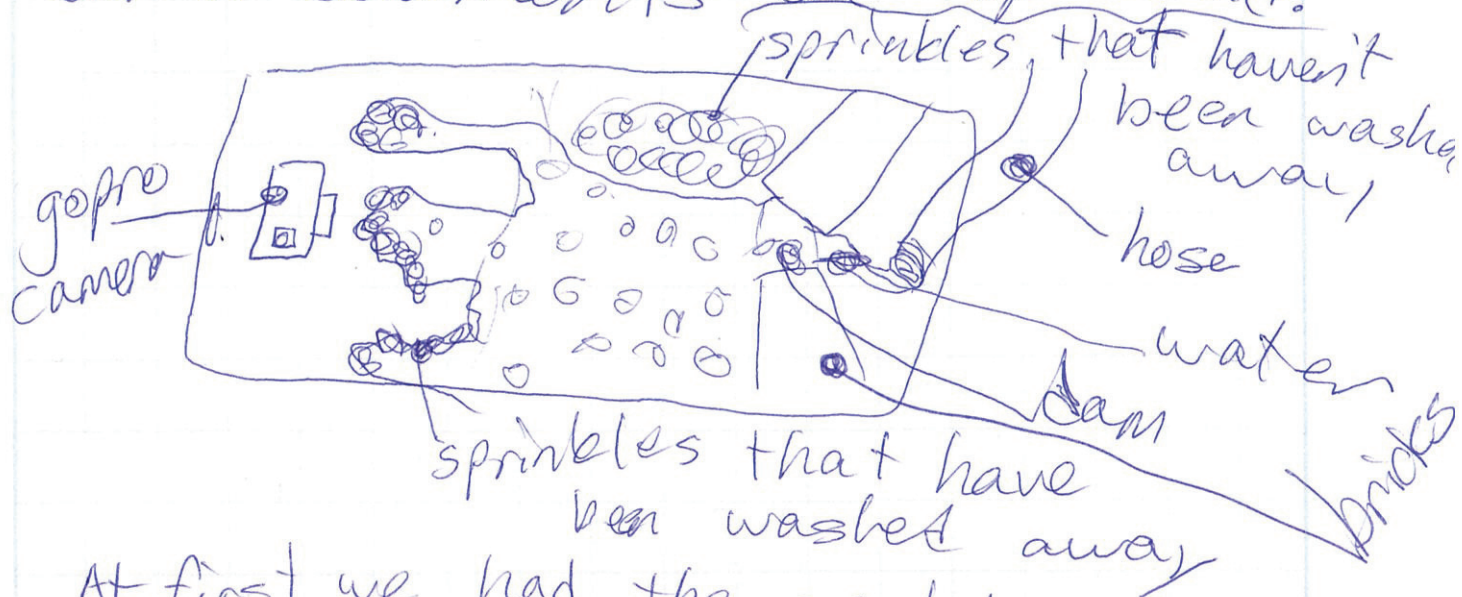
Alluvial Fan Dynamics

January 4, 2019

Sophia
Misley

SESSION:

- Today we did another erosion experiment, but this time with a dam at the top where the water came out to represent a glacial dam.
- We also added layers of sprinkles, rocks, and sand. The sprinkles were on top, and you could see them wash down with the water like normal soil or sediments on top would.



At first we had the problem of the water went under the bricks. We fixed it by putting a rag and saran rap under them.

USING THE

SCIENTIFIC METHOD



1 QUESTION

Ask yourself, "What do I want to learn more about?", or "I wonder what would happen if . . .?"

2 HYPOTHESIZE

Research to help you make an educated guess, or hypothesis, and then answer your question.

3 EXPERIMENT

Test your hypothesis by making a plan and conducting an experiment.

4 OBSERVE & RECORD

Make careful observations and write down what happens.

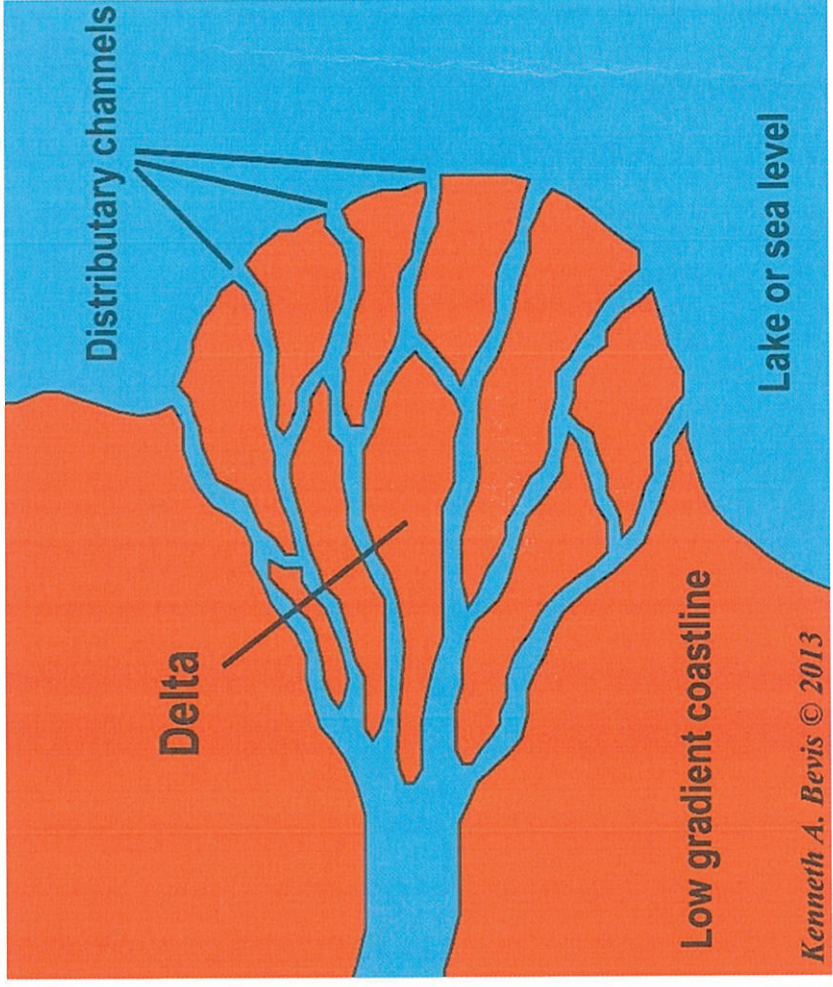
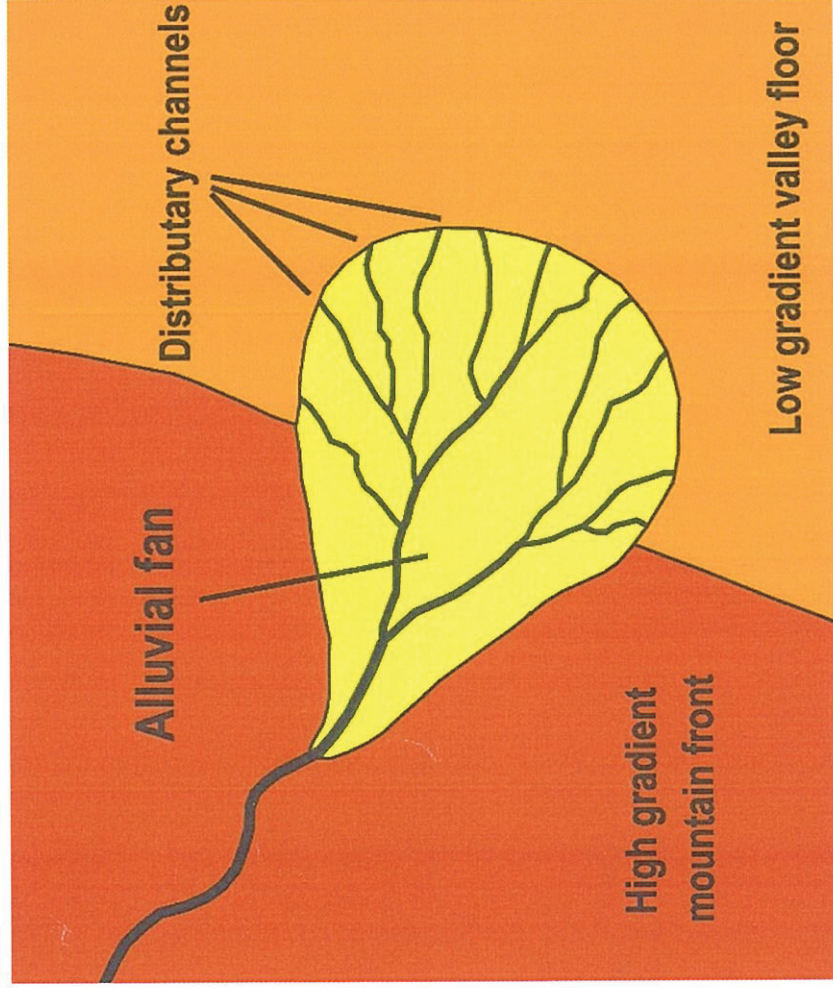
5 ANALYZE

Use your information to draw conclusions about your experiment. Was your hypothesis correct?

6 SHARE RESULTS

Explain your results by presenting your experiment, observations, and conclusions.

Surface Processes



Name _____

Date _____

Scientific Method

Ask a
Question



Make a Prediction



Make a Plan and
Follow it

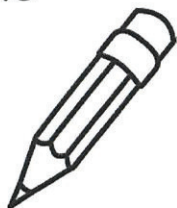


Observe

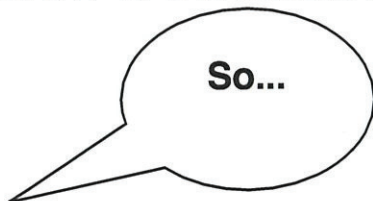


Draw what you observed.

Record the
Results



Draw a Conclusion



.....

Crater Formation

.....



SESSION: Overview of Crater Formation

7-15-20

Ariana Nactos

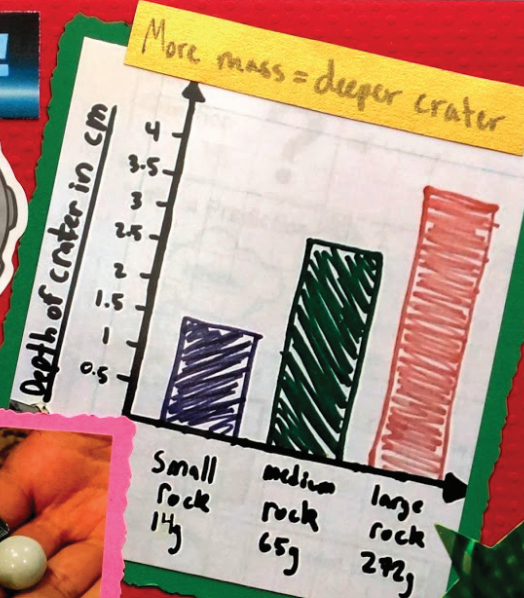
To study and to better understand crater formation, each member of our team used the Scientific Method to create and conduct an experiment. First, we all created our own question about the formation of craters. Two questions we asked were: how does velocity affect ejecta width and crater depth and does the mass of a meteor affect the length of the ejecta? Then we hypothesized what we thought the answers to the questions would be and created and conducted experiments we came up with. We filmed our experiments in slow motion so we could study the impact of the "meteors" and the ejecta. During and after our experiments, we took notes and drew pictures of the craters on a Scientific Method organizer. Some of us created graphs too. Then we made conclusions. The person that asked if the mass of the meteor affects the length of the ejecta concluded that mass does affect the length and more mass = longer rays. We completed the final step of the Scientific Method by sharing our experiment results with each other.

Scrapbook: Crater Formation

METEOR STORM!

CRATER FORMATION

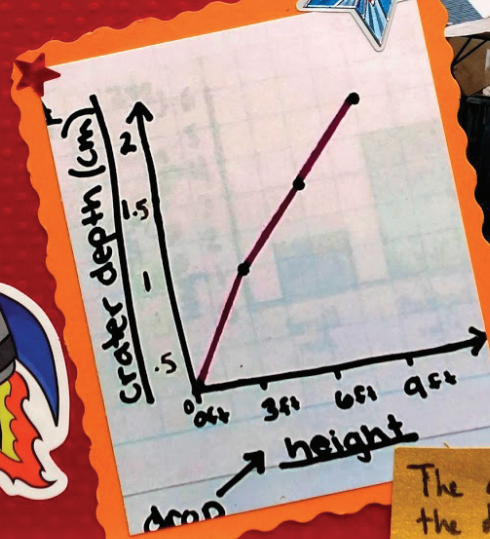
We did a few experiments to figure out if materials, drop height, and angle change the size of the craters and ejecta.



These are 2 examples of some of the experiments we did.



First, we set up our experiment's materials. Then we did the experiments.



The greater the velocity, the deeper the crater



Scrapbook: Crater Formation



Crater Formation:



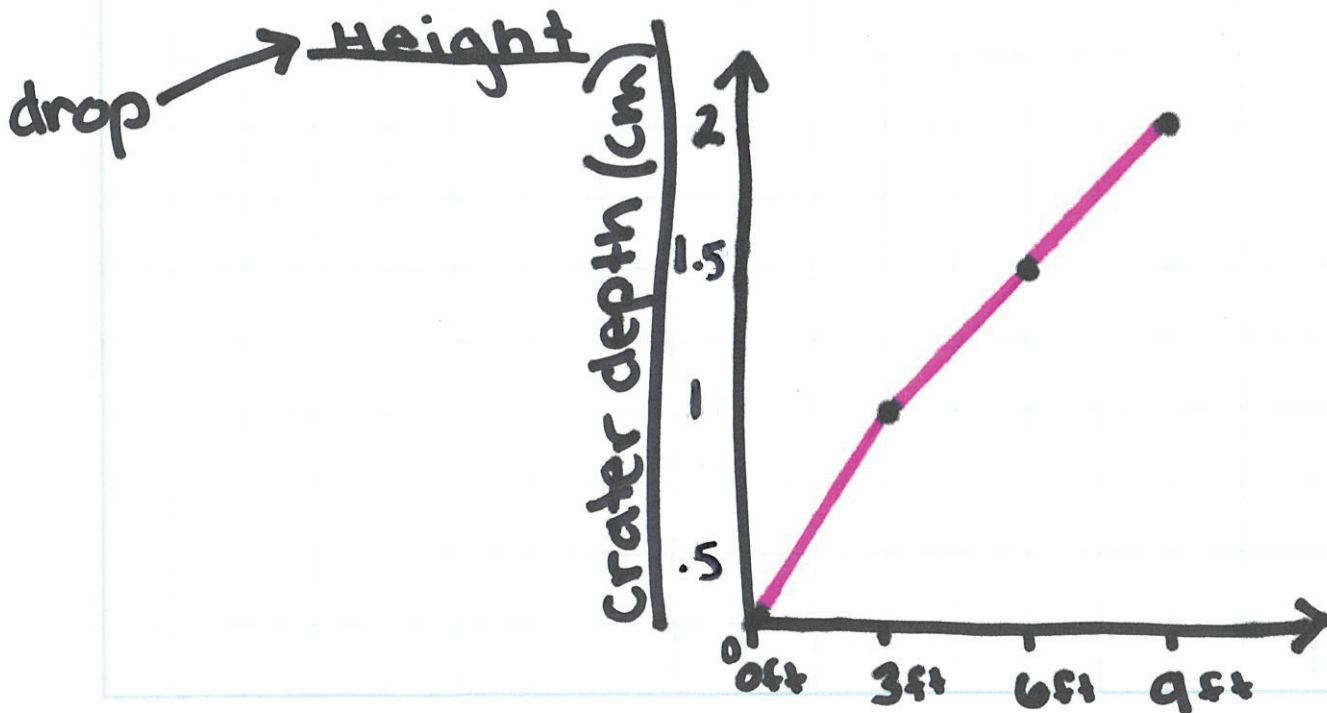
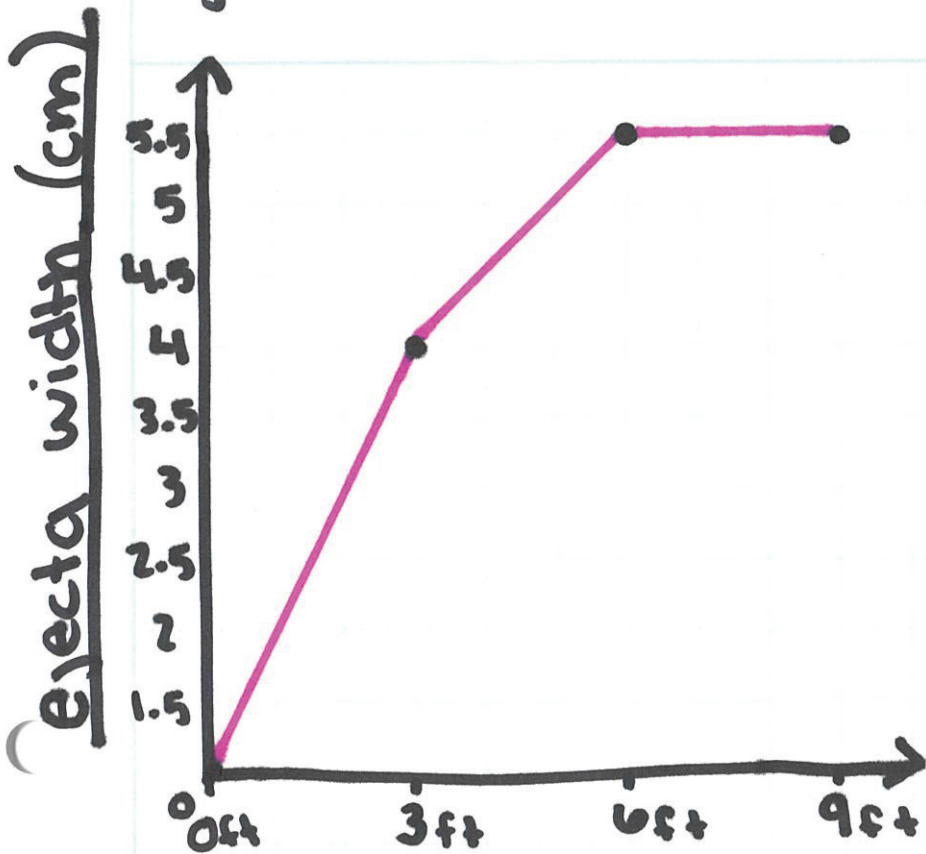
Crater Formation:



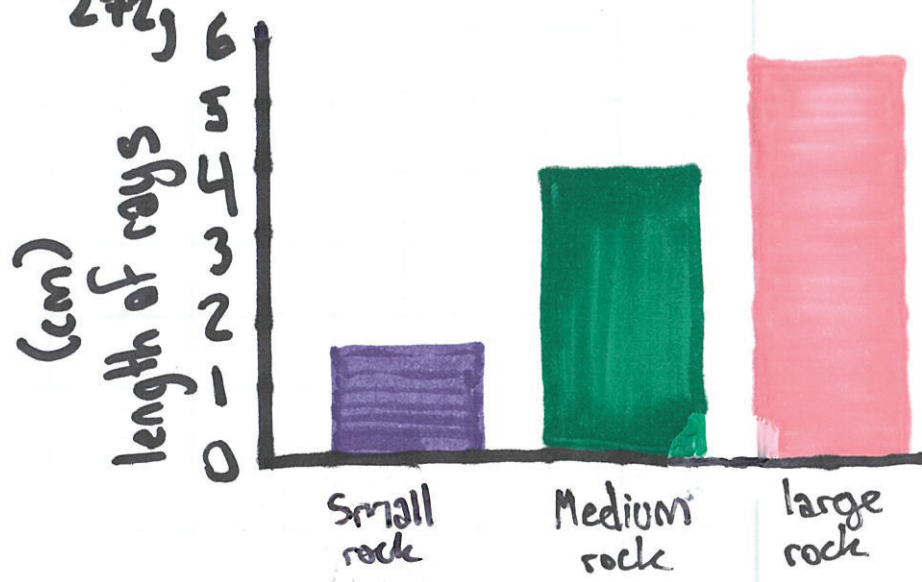
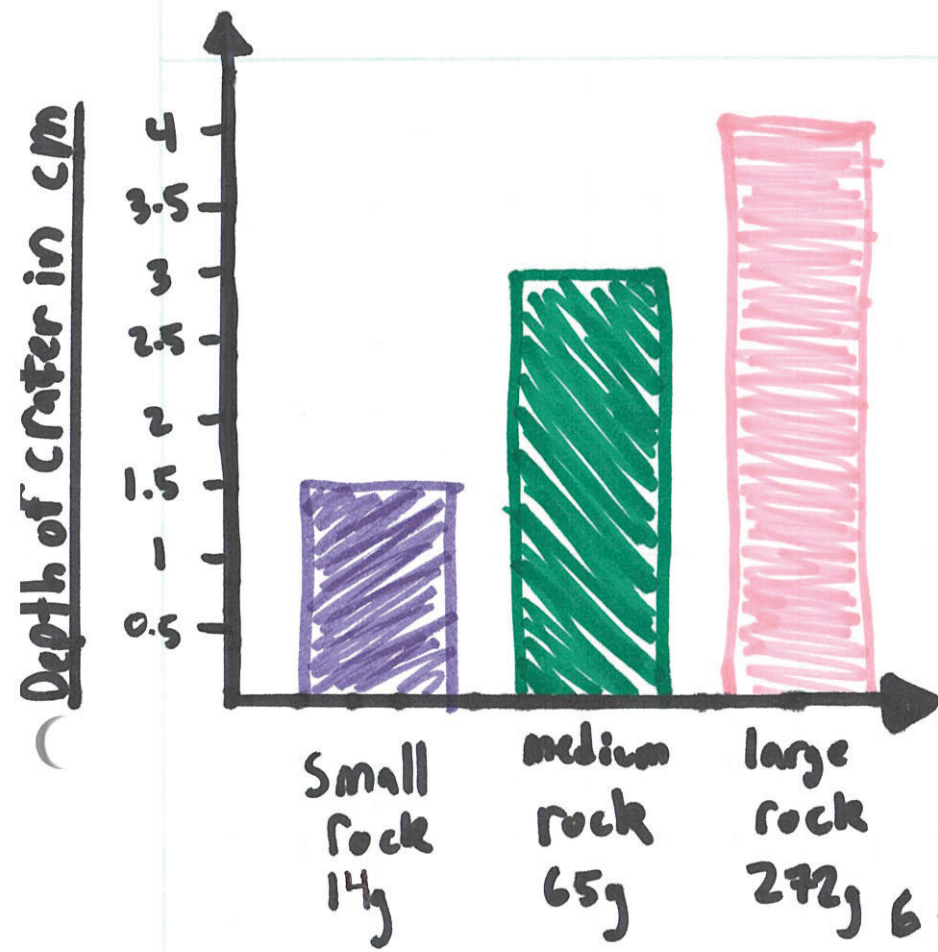
Lily K

1-22-20

SESSION: how does velocity effect
ejecta width and crater depth?












SESSION :



Name Ariana Narkos

Date 12-3-19















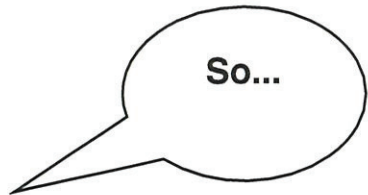
Scientific Method

<p>Ask a Question</p> 	<p>Does the material the meteor hits change the size of the crater?</p>
<p>Make a Prediction</p> 	<p>I think the softer the material, the bigger the crater. Also the harder the material, the smaller the crater.</p>
<p>Make a Plan and Follow it</p> 	<p><u>3 kinds of material:</u> Sand, sugar, mix - sugar, sprinkles, cocoa, nuts, biggick</p> <p>Drop same rock onto each. Measure depth width.</p> <p>Height Dropped From: 34 in</p>
<p>Observe</p> 	<p>Draw what you observed.</p> <div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div style="text-align: center;"> <p><u>Sand</u></p>  </div> <div style="text-align: center;"> <p><u>Mix</u></p>  </div> <div style="text-align: center;"> <p><u>Sugar</u></p>  </div> </div>
<p>Record the Results</p> 	<p><u>Sand</u>: W-5cm D-0.5cm W-5cm D-0.5cm</p> <p><u>Mix</u>: W-5cm D-1cm W-5cm D-1cm</p> <p><u>Sugar</u>: W-4cm D-1.5cm</p> <p><u>Biggest Crater: Mix</u></p> <p><u>None had rays that much.</u></p>
<p>Draw a Conclusion</p> 	<p>The materials do change the size of the crater.</p>

Name Peyton Dodd

Date Dec 3, 2019

Scientific Method

Ask a Question		Does the heavier the material change how big the crater is?			
Make a Prediction		The heavier the material the bigger the crater. The faster the meteor is coming in the bigger the crater			
Make a Plan and Follow it		1. first drop the nerf ball and measure how deep it is and how wide/long. 2. next drop bounce ball and measure how deep it is and how wide/long. 3. third drop the marble and measure how deep it is and how wide/long			
Observe		Draw what you observed. <table><tr><td><u>nerf ball</u> </td><td><u>bounce ball</u> </td><td><u>marble</u> </td></tr></table>	<u>nerf ball</u> 	<u>bounce ball</u> 	<u>marble</u> 
<u>nerf ball</u> 	<u>bounce ball</u> 	<u>marble</u> 			
Record the Results		<table><tr><td><u>nerf ball</u> The nerf ball was 5cm deep and 4cm wide.</td><td><u>bounce ball</u> The bounce ball was 2cm deep and 6.5cm wide.</td><td><u>marble</u> The marble was 3cm deep and 5.5cm long.</td></tr></table>	<u>nerf ball</u> The nerf ball was 5cm deep and 4cm wide.	<u>bounce ball</u> The bounce ball was 2cm deep and 6.5cm wide.	<u>marble</u> The marble was 3cm deep and 5.5cm long.
<u>nerf ball</u> The nerf ball was 5cm deep and 4cm wide.	<u>bounce ball</u> The bounce ball was 2cm deep and 6.5cm wide.	<u>marble</u> The marble was 3cm deep and 5.5cm long.			
Draw a Conclusion		In conclusion the heavier the ball the smaller the crater and the lighter the deeper the crater was. And the second lightest had the biggest width and the 3rd one had the 2 biggest width			

Name

PJ Misley

Date

12/3/19

Scientific Method

Ask a
Question



Does the mass of a meteor affect the length of the rays?

Make a Prediction



The heavier the meteor the bigger the rays

Make a Plan and
Follow it

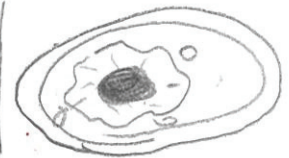


- drop three different meteors of varying weights
- record depth of crater and length of the rays

Observe



Draw what you observed.

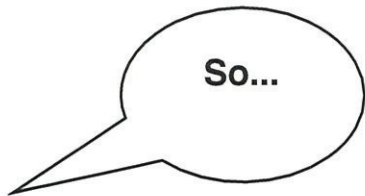


Record the
Results



The heavier the rock/meteor, the bigger the rays

Draw a Conclusion









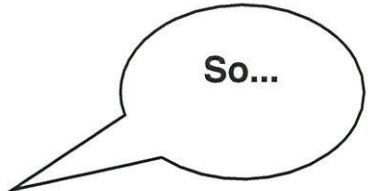


So the more mass a meteor has the longer the rays will be

Name Lily Kirkpatrick

Date 12/3/19







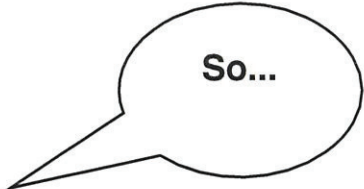
Scientific Method

<p>Ask a Question</p> 	<p>Does the faster the rock moves determines how big the crater is?</p>		
<p>Make a Prediction</p> 	<p>I think the faster the rock moves the bigger the crater will be?</p>		
<p>Make a Plan and Follow it</p> 	<p>Drop same rock from 3ft, 6ft and 9ft</p>		
<p>Observe</p> 	<p>Draw what you observed.</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  3ft </div> <div style="text-align: center;">  6ft </div> <div style="text-align: center;">  9ft </div> </div>		
<p>Record the Results</p> 	<p><u>3ft</u> 4cm wide 1cm deep</p>	<p><u>6ft</u> 5.5cm wide 1.5cm deep</p>	<p><u>9ft</u> 5.5 wide 2cm deep</p>
<p>Draw a Conclusion</p> 	<p>the height made the depth greater by .5cm and the width didn't change between 6-9ft.</p>		

Name Sophia Misley

Date 12/3/19

Scientific Method

<p>Ask a Question</p> 	<p>Does the angle of the meteor at change the depth of the crater.</p>
<p>Make a Prediction</p> 	<p>I I think the angle does matter because if it was the impact was diagonal at the bottom different parts would be different depths.</p>
<p>Make a Plan and Follow it</p> 	<p>We threw marbles in a plate of different colored sugar, flour, and sprinkles at different angles.</p>
<p>Observe</p> 	<p>Draw what you observed.</p> 
<p>Record the Results</p> 	<p>The smaller the angle, the wider and less deep the crater is.</p>
<p>Draw a Conclusion</p> 	<p>The angle did, in fact, alter the depth and the size of the rays.</p>

.....

Methane and Moisture

.....



5th July, 2020
Pihlycha:

SESSION: Overview of Methane and Moisture Detection.

We used the scientific method when trying to detect methane and when figuring out moisture content and retention.

To detect methane we used a methane detector and took it to various spots around the neighborhood because methane is supposed to be present when life processes are. We created a Methane Map to show where we went and found that we had problems because the places where it would seem obvious that life was there, didn't set off the methane detector (the trash can, the yard debris).

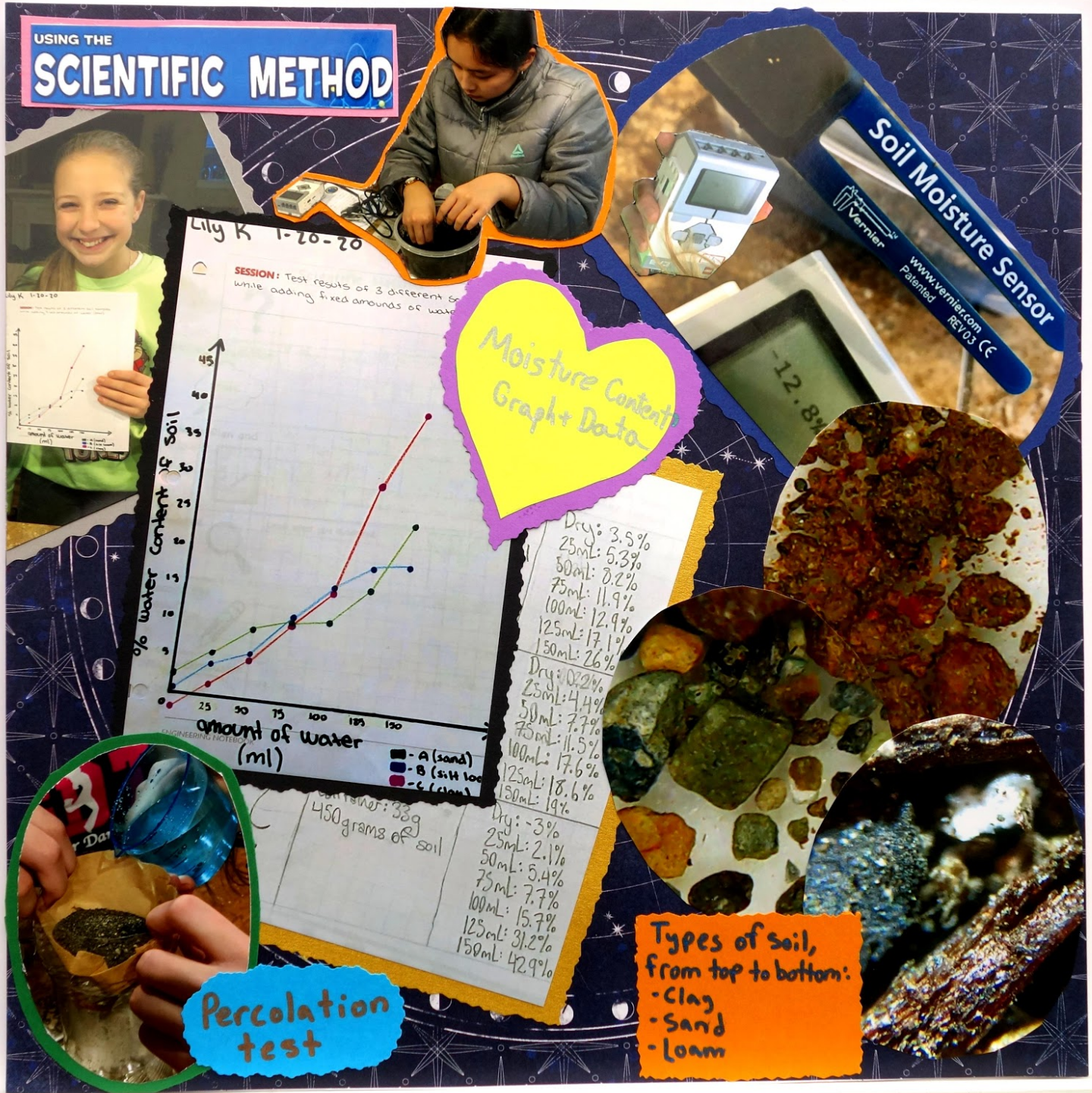
For soil testing we performed the percolation test. We used 3 different types of soil and hypothesized that the silt loam would retain the most water. Unsurprisingly, silt loam retained the most water. We also completed a moisture content test and used our Vernier Soil Moisture Sensor to find moisture. We hypothesized that clay would contain the most moisture this time, and we were right, and unsurprisingly silt loam had the least moisture content.

Another experiment we did was determine what type of soil was in the yard by using the Jar Test. We were able to separate our soil into layers and by using the Soil Identification Triangle we discovered that our soil was sandy loam.

Scrapbook: Methane and Moisture



Scrapbook: Methane and Moisture



Methane and Moisture:



Methane and Moisture:



Methane Map

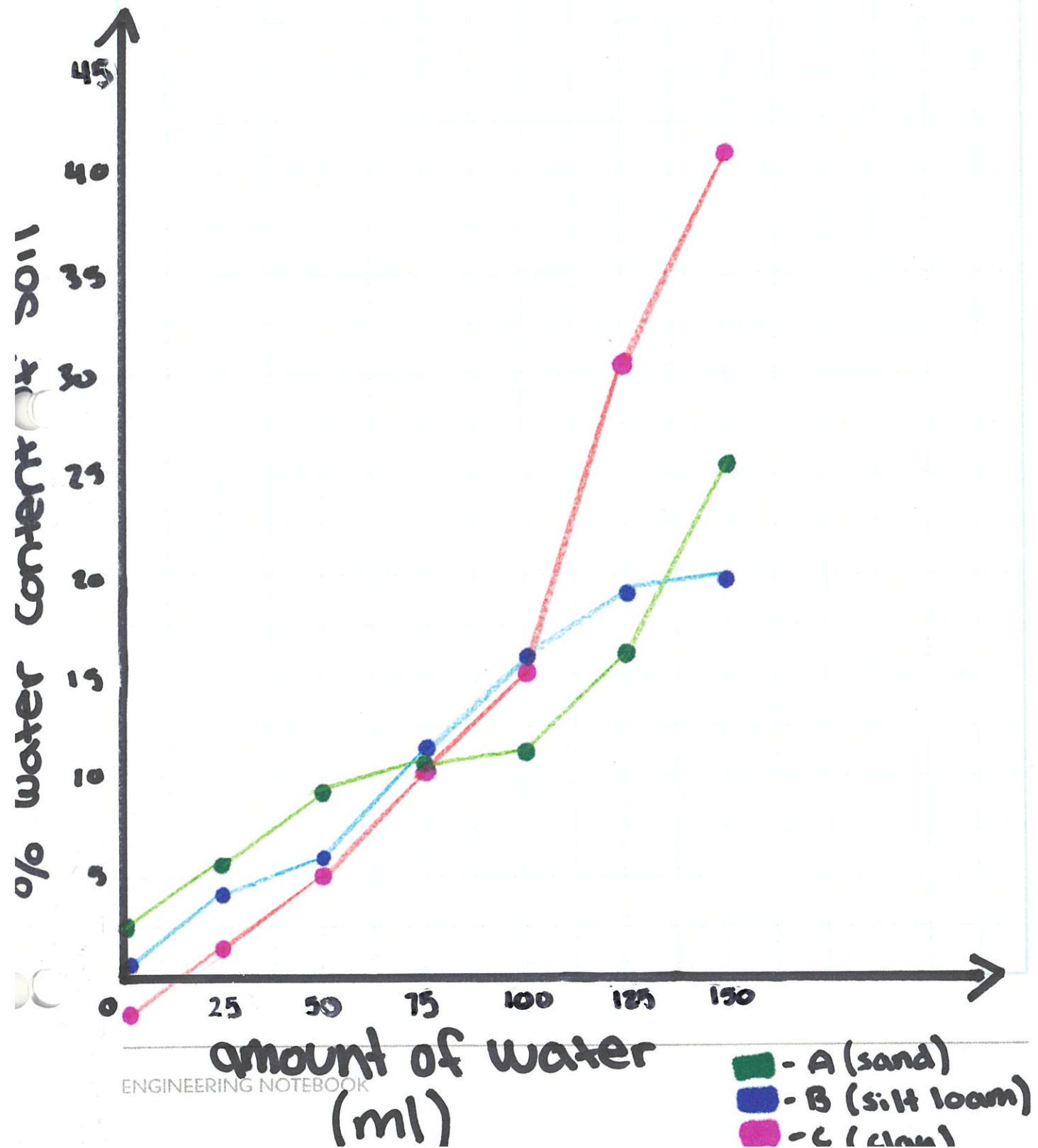


O = methane detected

X = no methane detected

Lily K 1-20-20

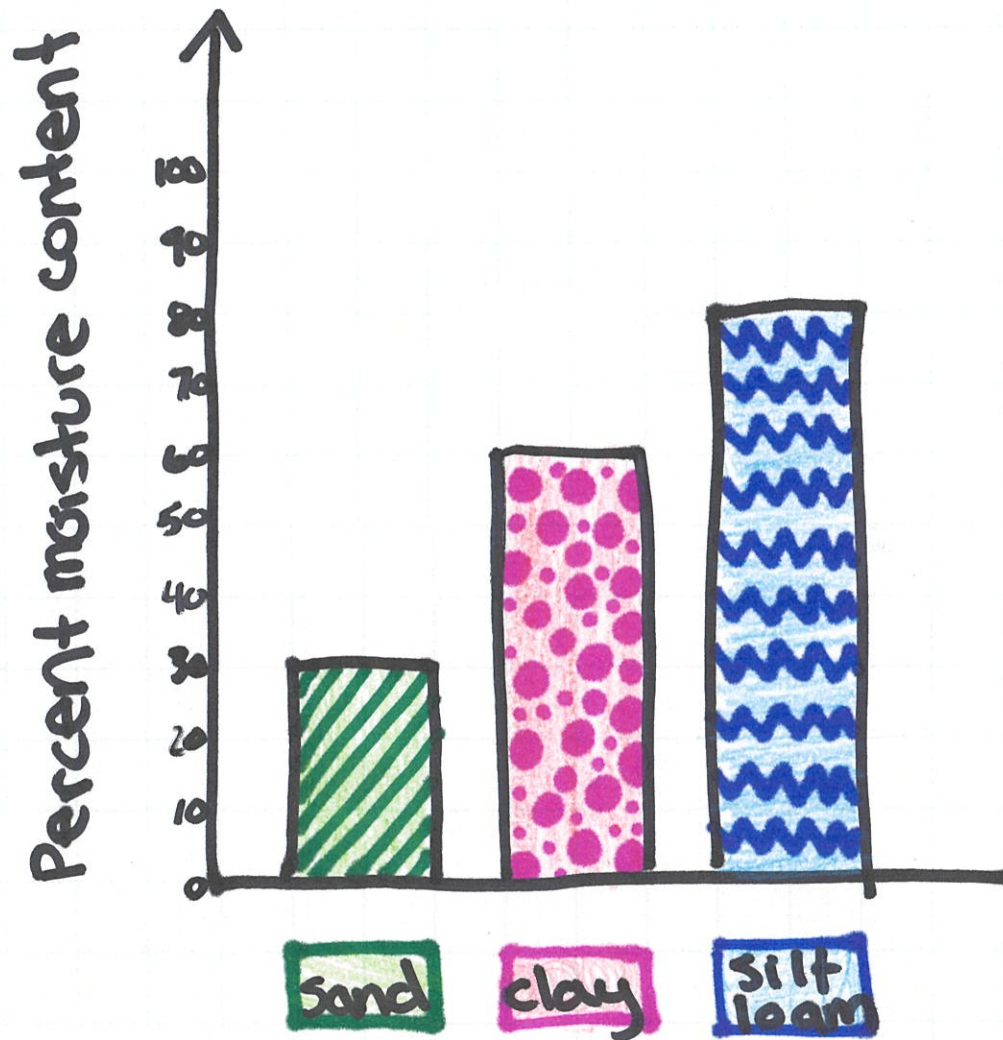
SESSION: Test results of 3 different soil samples while adding fixed amounts of water (25ml)



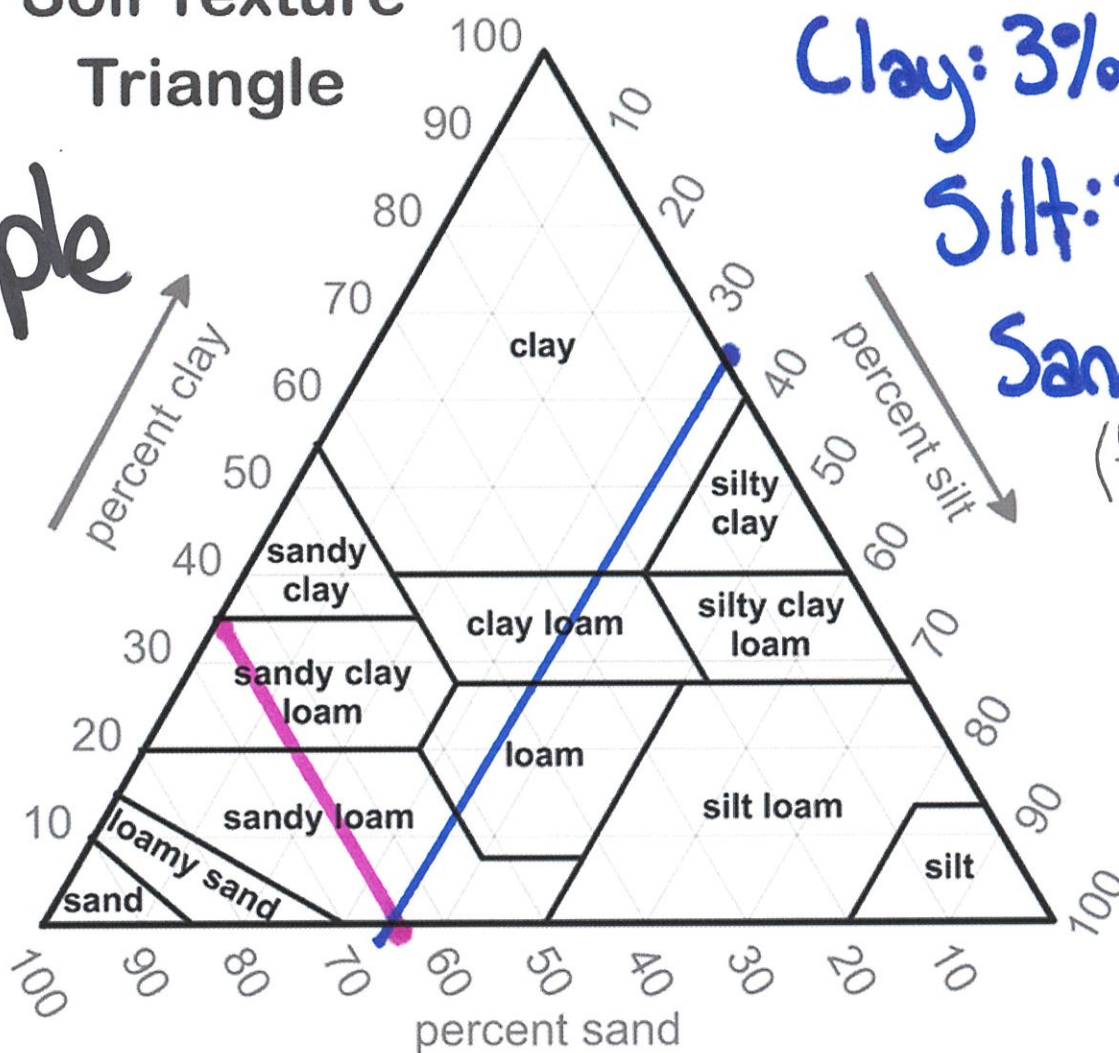
PJ + Lily

SESSION: Jan 20, 2020

measured 30mL of soil samples and determined water retained



Soil Texture Triangle



Clay: 3% ($\frac{2}{72}$ mm)
Silt: 35% ($\frac{25}{72}$ mm)
Sand: 63% ($\frac{45}{72}$ mm)

Sandy Loam

Sample A

January 22nd, 2020

SESSION:

Soil Challenge Summary

To begin the soil challenge, we first baked the sand, dirt, and clay we were using to remove as much moisture as we could. Using the Hand Texturing Soil Identification handout, we identified our three soils as: sand, silt loam, and clay. Once we knew what the soils were, we set up an experiment with coffee filters and water bottles to test the soil retention. The silt loam retained the most water (20 ml) and dried the fastest afterward too. For our second experiment we filled three containers with 350 ml of soil and began gradually filling them with 25 ml of water at a time. After we added the water, we'd shake the containers so the water would get mixed in evenly with the rest of the soil. At the end of the experiment, we discovered that clay had the highest % water content in soil (40%) while silt loam, the soil that retained the most water, had the lowest percent of water content (20%). We also went out into the field and used our moisture sensor to try and find the place with the most moisture. In the garden box we found the most moisture (25.1%) which was potting soil. We found the least amount of moisture in the dirt beneath grass (4.4%).

SESSION: January 20, 2020

<p>A sand</p>	<p>350 mL of soil Container: 33g 731 grams of soil</p>	<p>Dry: 3.5% 25mL: 5.3% 50mL: 8.2% 75mL: 11.9% 100mL: 12.9% 125mL: 17.1% 150mL: 26%</p>
<p>B silt loam</p>	<p>350 mL of soil Container: 33g 154 grams of soil</p>	<p>Dry: 0.2% 25mL: 4.4% 50mL: 7.7% 75mL: 11.5% 100mL: 17.6% 125mL: 18.6% 150mL: 19%</p>
<p>C clay</p>	<p>350 mL of soil Container: 33g 450 grams of soil</p>	<p>Dry: -3% 25mL: 2.1% 50mL: 5.4% 75mL: 7.7% 100mL: 15.7% 125mL: 31.2% 150mL: 42.9%</p>

SESSION: Soil ^{water} retention

A
(sand)

top bottle cap mass = 11.5g

• 50 ml of soil dry = 89g

• 100 ml water added

• wet sand = 112g

• 72 ml water came out

$$\frac{100.5 - 77.5}{77.5}$$

• 30% moisture content

B
(silt loam)

top bottle cap mass = 12g

• 50 ml of soil dry = 29g

• added 100 ml water

• 80 ml water came out when drained

• soil wet = 43g

$$\frac{31 - 12}{17}$$

89% moisture content

C
(clay)
100 ml water added

top bottle cap mass = 11.5g

• 50 ml of soil dry = 64g

• clay wet = 95g

• 75 ml water came out

$$\frac{83.5 - 52.5}{52.5}$$




60% moisture content

SESSION: Soil identification

A - gritty, couldn't be moulded into a ball so it is sand

B - not sandy/gritty, was easily deformed when moulded into a ball, so it is silt loam

C - was not sandy/gritty, was not easily deformed when in a ball, hard to deform when smeared, was not smooth/soapy so it is clay

A - sand	B - silt loam	C - clay
 <ul style="list-style-type: none"> • multi colored • some are sparkly 	 <ul style="list-style-type: none"> • mini tree branches • fibery 	 <ul style="list-style-type: none"> • rough/rocky • one was shiny • brown/red

PJ + Sophie

SESSION: 1/24/20

Results of The "Jar" Test

Sample A:

Clay Layer - 2mm	$\frac{2}{72} = 3\%$	SANDY LOAM
Silt Layer - 25mm	$\frac{25}{72} = 35\%$	
Sand Layer - <u>45mm</u>	$\frac{45}{72} = 63\%$	

Total: 72mm

Sample B:

Clay Layer - 0mm	$\frac{0}{60} = 0\%$	SANDY LOAM
Silt Layer - 20mm	$\frac{20}{60} = 33\%$	
Sand Layer - <u>40mm</u>	$\frac{40}{60} = 66\%$	

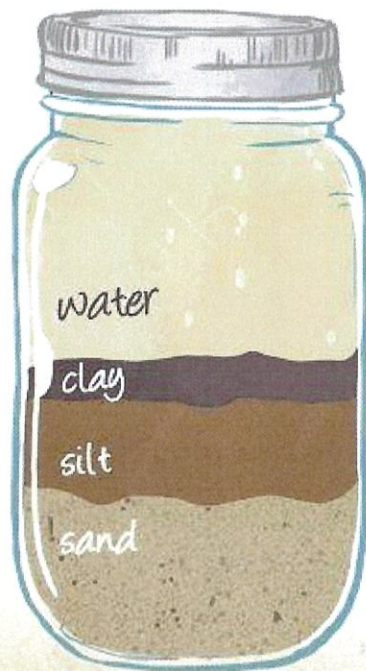
Total: 60mm

SESSION :

1/24/20

Our "Jar" Test

Today we did the jar test used the Soil Texture Triangle to find out what soil type our samples.



IDENTIFY YOUR SOIL TYPE

the jar test

- 1 Fill a clear glass jar halfway with your soil sample.
- 2 Fill the remaining half with water, leaving 1" of air.
- 3 Attach lid, then shake the jar vigorously until you have broken up any clumps of soil.
- 4 Set the jar aside to rest, undisturbed, overnight.

After 24 hours your jar's contents will have settled into distinct layers:

SAND**SILT****CLAY**

By examining the proportions of these layers, you can gain a sense of what type of soil you have, and what you need to add to improve your soil. Here are some examples to use for comparison. The middle jar is ideal soil:



SESSION: moisture detection in soil/sand

example - 1.6% - in uncooked sand

example - 1.1% - in cooked sand

example - -0.2% - in cooked soil

Test - Uncooked Sand

$\frac{1}{8}$ cup of water added - 6.3% (+4.7%)

$\frac{2}{8}$ or $\frac{1}{4}$ cup of water added - 9.6% (+3.3%)

$\frac{3}{8}$ cup of water added - 13.4% (+3.8%)

$\frac{4}{8}$ or $\frac{1}{2}$ cup of water added - 15.7% (+2.3%)

$\frac{5}{8}$ cup of water added - 18.5% (+2.8%)

$\frac{6}{8}$ or $\frac{3}{4}$ cup of water added - 21.3% (+2.8%)

$\frac{7}{8}$ cup of water added - 28.4% (+7.1%)

1 cup of water added - 37.6% (+9.2%)

The sand doesn't absorb the water, the water just coats the sand and spreads throughout it.

Sophia

SESSION: Ariana Nacos 1-20-20

Soil Identification

Soil A

Description:

Small pebbles, diff. colors, sediments on the small pebbles

Drawing:



(under microscope)

Soil B

Description:

looks like small ^{with sizes} pieces of bark, a few small pebbles (all diff. colors), sediments on it

Drawing:



Soil C

Description:

Many small pebbles, different colors, diff. sizes, some sediment

Drawing:



by K
-20-20

SESSION: moisture detection

11/11

hole 1 - by barrel in barkedust 15.6%

hole 2 - in potting barrel in potting soil
14.3%

hole 3 - in grass 4.4% (dirt)

hole 4 - by fairy garden in bleeding
heart plants 12.4% (potting soil)

hole 5 - ~~the~~ pile of dirt by side of
house 11.5% (clay soil)

hole 6 - under wine barrel 9.1% (potting soil)

hole 7 - in garden box 25.1% (potting soil)







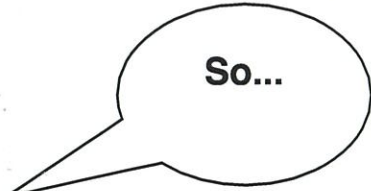
hole 8 - MOSS in ^{and normal} dirt front yard 13%

hole 9 - under brick in front yard 8.7%
(soil)

Name Sophia and Ariana

Date 1/20/20

Scientific Method

<p>Ask a Question</p> 	<p>Which soil will hold the most water?</p>	
<p>Make a Prediction</p> 	<p>I think soil B, the silt loam.</p>	
<p>Make a Plan and Follow it</p> 	<p>We will weigh the tops of the bottles and then put different soils in. We weigh it again and poured the water through. After that we would weigh it to see how much it gained in weight because of the water.</p>	
<p>Observe</p> 	<p>Draw what you observed.</p> 	
<p>Record the Results</p> 	<p>A: ① bottle weighed 11.5 grams ② dry soil, 89 grams ③ wet sand 112 ④ water made through 72 ml 30% ⑤ bottle weighed 11.5 ⑥ dry soil 64g. ⑦ water through 75 ml 60%</p>	<p>B: ① bottle weighed 12 g. ② dry soil 23g. ③ wet soil 36 g. ④ water through 80. ⑤ wet soil 95g.</p>
<p>Draw a Conclusion</p> 	<p>The silt loam DID hold the most water.</p>	







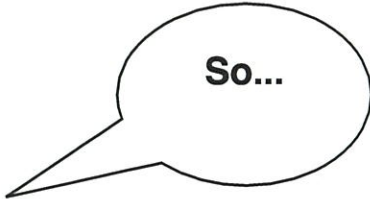
Name

PJ Mistry

Date

Jan 20, 2020

Scientific Method

Ask a Question 	What soil sample will absorb the most water?	
Make a Prediction 	I think that sample B, the silt loam, will absorb the most water	
Make a Plan and Follow it 	<ul style="list-style-type: none"> - Put a filter in a funnel - Put 50 ml of the sample in filter - Pour 100ml of water into soil sample - When done dripping measure water as well as weight of soil 	
Observe 	Draw what you observed. 	
Record the Results 	A: dry soil - 89g wet soil - 112g amount of water put in - 100ml amount of water that came out - 72ml	B: dry soil - 23g wet soil - 36g amount of water put in - 100ml amount of water that came out - 80ml
Draw a Conclusion 	In conclusion we were right. the silt + loam was able to absorb the most water. It held more water than both sand and the clay.	

2.25cm
silt

1.2cm clay

3.4cm sand

$$\frac{.2}{6.1} = 3\%$$

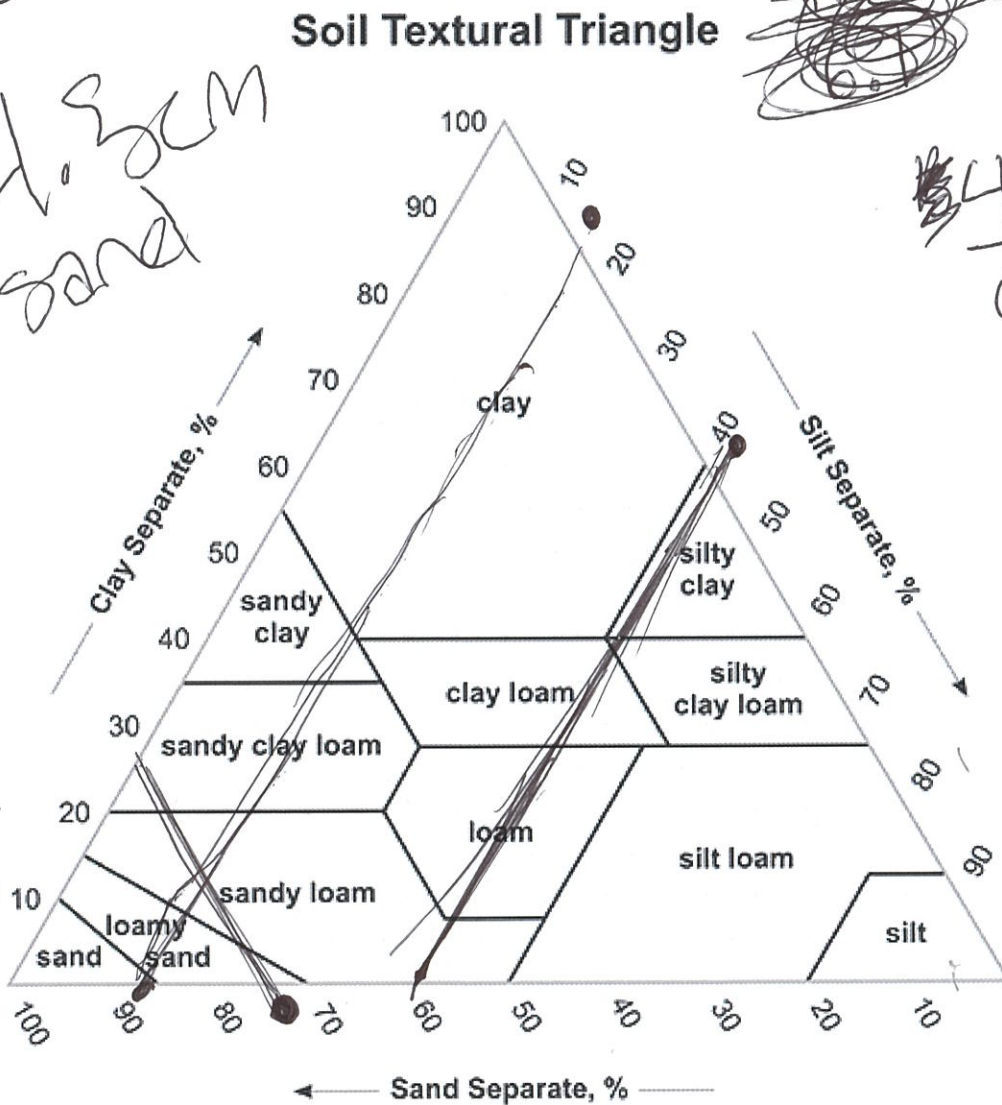
~~2.5~~
~~6.1~~ = ~~16%~~

$$\frac{4.5}{6.1} = 74\%$$

$$\frac{.2}{7.2} = 2\%$$

$$\frac{2.5}{7.2} = 35\%$$

$$\frac{4.5}{7.2} = 63\%$$



$$\begin{array}{r} 2.5 \\ + .2 \\ + 3.4 \\ \hline 6.1 \end{array}$$

4 cm sand
2 cm silt

$$\frac{4}{6} = 66\%$$

$$\frac{2}{6} = 33\%$$



What are the main types of soil?

Sandy Soils

- Warms up quickly in Spring
- Are light and easy to work
- Are free-draining
- Can dry out in dry weather
- Tend to be low in nutrients
- Can be worked at almost any time
- Need liming little and often

Loamy Soils

- Contain a mix of sand, silt, and clay particles
- Warm up fairly early in Spring
- Are easy to work
- Usually need draining
- Should not be worked when wet
- Tend to be rich in nutrients

Silty Soils

- Deposited by rivers and lakes
- Warm up quicker than clay but slower than silt soils in Spring
- Keep water longer than sandy soils
- Difficult to drain, but less likely to waterlog than clay
- Tend to be fertile

Calcareous Soils

- Come from chalk and limestone rocks
- Contain calcium carbonate and flints
- Tend to be alkaline
- Usually free-draining
- May be low in some nutrients
- Do not usually need liming

Clay Soils

- Warm up slowly in Spring
- Heavy soils needing well-timed cultivation
- Lie wet and prone to waterlogging
- Tend to be rich in nutrients
- Should not be worked when wet
- Need regular liming

Peaty Soils

- Dark in colour, so warm up quickly in Spring
- Hold on to water well and can be easy to work
- Come from the build up of dead rotted plants, so contain lots of organic matter
- Tend to be acid
- Usually high in Nitrogen



Also see the
Testing
Soils sheet



USING THE

SCIENTIFIC METHOD



1 QUESTION

Ask yourself, "What do I want to learn more about?", or "I wonder what would happen if . . .?"

2 HYPOTHESIZE

Research to help you make an educated guess, or hypothesis, and then answer your question.

3 EXPERIMENT

Test your hypothesis by making a plan and conducting an experiment.

4 OBSERVE & RECORD

Make careful observations and write down what happens.

5 ANALYZE

Use your information to draw conclusions about your experiment. Was your hypothesis correct?

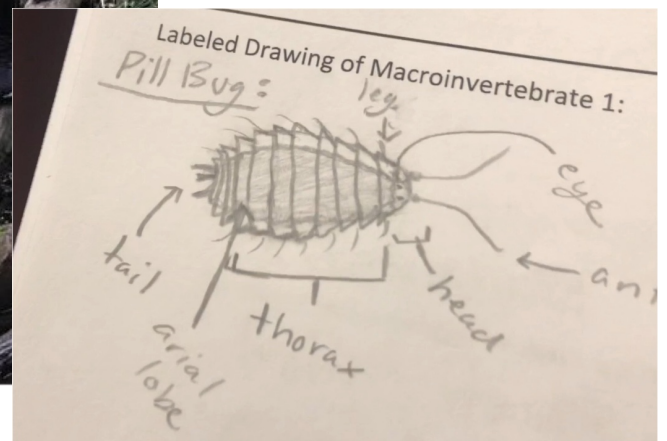
6 SHARE RESULTS

Explain your results by presenting your experiment, observations, and conclusions.

.....

Small Invertebrates

.....



SESSION: Overview of A Search for Life P.1
7-22-20

Ariana Nuckos

We used ^{NASA's Earth and Space} ^{Northwest Pipeline (NESSP)} "A Search for Life" lesson, the NESSP "A Search for Life" observation sheet, and the Invertebrate Identification Guide to locate, observe, and learn about invertebrates. Before we located the invertebrates, we studied the "Alive" chart that was included in the lesson. We learned that in order for something to be considered alive it has to grow, reproduce, respond, be organized, and use energy. Next, we went to a nature trail at a nearby park to try to locate bugs with a combustible gas detector after practicing using it. Unfortunately, the methane detector didn't help us find any life so we dug into rotten logs on the side of the trail. We discovered and captured many invertebrates that we identified using the Invertebrate Identification Guide. We collected termites, spiders, woodlice, centipedes, worms, and eggs from an unknown bug. When we got back home, we observed and drew diagrams of the bugs we found using a microscope and the "A Search for Life" observation sheet. The bugs escaped from the CD cases

SESSION: Overview of A Search for Life P.2
7-22-20

Ariana Nakos

we put them in because of openings in the cases.

The solution we came up with to solve our problem was to tape the openings shut. Overall, we had lots of fun with this lesson and activity.

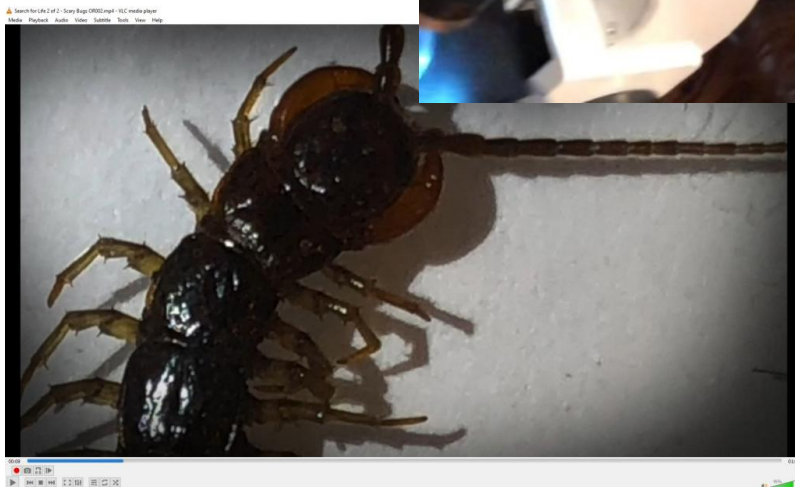
Scrapbook: Small Invertebrates



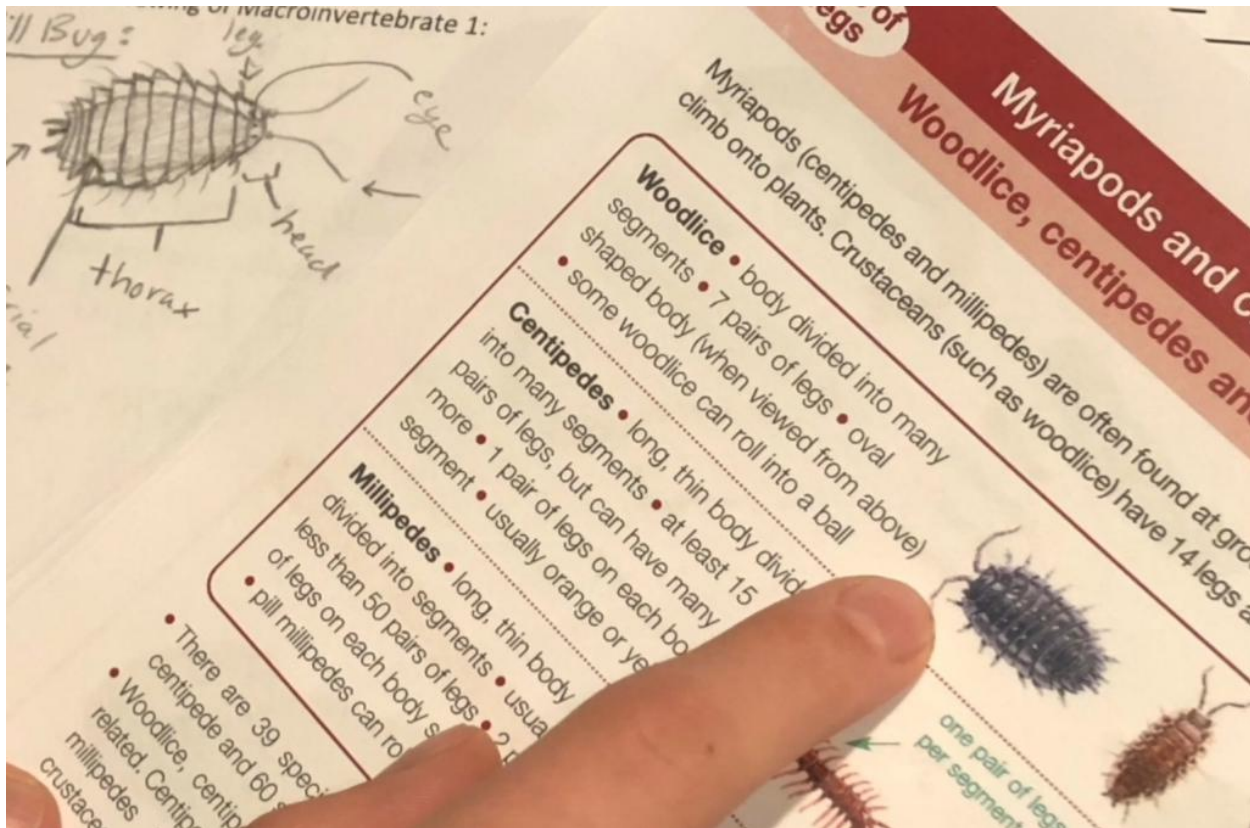
Scrapbook: Small Invertebrates



Small Invertebrates:

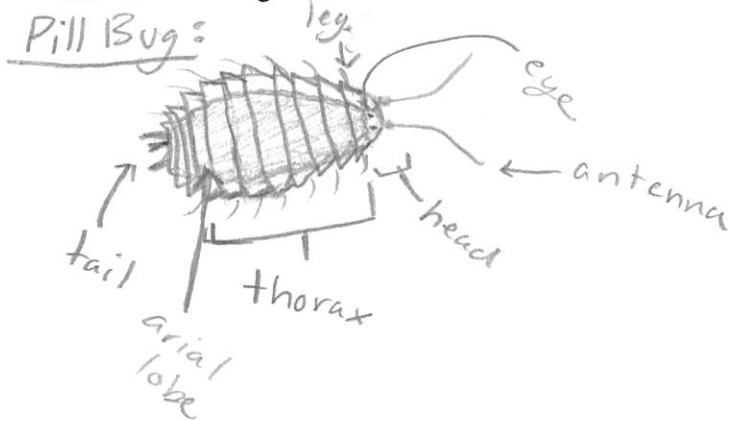


Small Invertebrates:

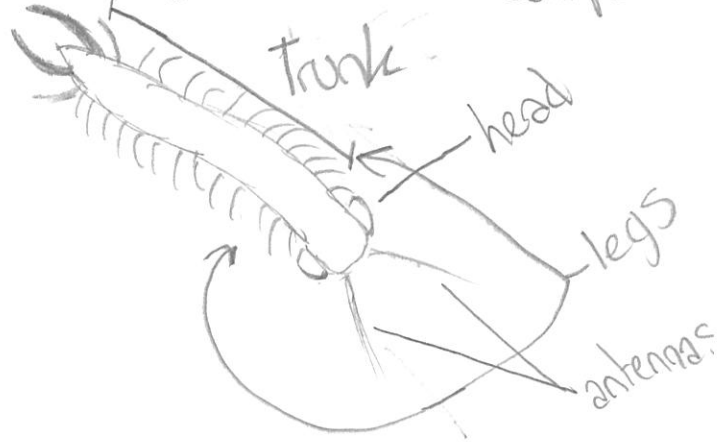


Name: PJ and Arianna
Date: Jan 3, 2020
Grade: 8

Labeled Drawing of Macroinvertebrate 1:



Labeled Drawing of Macroinvertebrate 2: Centipede



5 Observations of Macroinvertebrate 1:

- this is a crustation, because it has 7 pairs of legs
- it has a over-lapping shell that allows it to roll in ball and still be protected by its shell
- it has a reddish oval body
- it is grey
- we found it in a rotten log. there was a whole nest of them

5 Observations of Macroinvertebrate 2:

- each segment has a pair of legs, it had 15 pairs
- myriapod: more than 8 legs
- usually orange or yellow
- long/stretched out tear shaped
- was living in the back of a rotting log

What are 5 characteristics that all life has?

1. responds to environment
2. reproduces
3. growth
4. consumes energy
5. be organized

What are two methods or ways we might use to find life in other places besides Earth?

1. detect flammable gas
2. searched/dug sample then examined

Draw an imaginary life form from a different planet.

Describe its adaptations for its non-Earth environment.



1. long eyelashes to keep sand out of eyes

2. strong shell to protect during sand storms (it burrows in shell)

3. strong legs to run away from slow sand storms, can dig into ground to keep stationary while burrowed during storm

4. long tail to whip sand away from eyes, blocks things from hitting eyes to save all moisture in eyes

5. small mouth so sand isn't stuck in it

Agatha →

A Search for Life: Observation Sheet
NASA's Northwest Earth & Space Sciences Pipeline

Name: Lily, Panlychai
Date: 1/3/20
Grade: 8, 9

Labeled Drawing of Macroinvertebrate 1: Worker Termite



Labeled Drawing of Macroinvertebrate 2: Spider



5 Observations of Macroinvertebrate 1:

- dark part at head by pinchers
- little ~~things~~ things by the butt
- 6 legs, so is insect
- not really any big pinchers, but little ~~things~~ things pop out of mouth
- the antennae move around a lot as it explores and the antennae extend pretty far out

5 Observations of Macroinvertebrate 2:

- 8 legs (very long)
- dots on back
- very big
- little fang like things on top of the head
- legs have little hairs on them

What are 5 characteristics that all life has?

- growth
- reproduction
- responds to environment
- consume energy
- organization

What are two methods or ways we might use to find life in other places besides Earth?

- We can use telescopes and/or rovers to explore new places and see if there are signs of life (like water or bacteria).
- Explore it by sending humans to the place.

Draw an imaginary life form from a different planet.

Describe its adaptations for its non-Earth environment.

Zaplhta



- It doesn't have eyes but it is blind because it's really dark where it lives
- has big ears because it can't see so it needs to be able to hear its surroundings, like bats
- It has wings because it needs to fly away from its predator.
- ~~high heels to look~~
- wears clothes to warm itself during cold days
- has shoes because the ground is very rocky and the sharp rocks cut its feet so it can't walk
- Sharp strong teeth so it can eat rocks
- antennas to sense surroundings
- nose to smell hard and soft rocks apart
- Soft rocks

SESSION: January 3, 2020

Search for life

We found:

1 1/2. - termites
- woodlice
- eggs

- spider
- centipedes
- worm

- almost
got a beetle

1. We went to a nature trail at Wesley Linn park
2. dug in rotten logs and found termites, woodlice and centipedes ~~and eggs~~
3. in our backyard we found a big spider
5. we had a macro lense and a ring light on a phone to examine the bugs and a digital microscope
4. we put them in CD containers but there were holes so some bugs escaped so we had to tape them up and put the other bugs back
6. the eggs didn't have many features so we used dye to see them better

SESSION:

January 3, 2020

• We went to a nature trail at Wesley Linn Park

We found:

- termites

- spider

- almost a

- woodlice

- centipedes

beetle (couldn't get it)

- eggs

- worms

• we dug in rotten logs and found the termites, woodlice, centipedes, the ones we focused on

• we also found a spider in our back yard which was another one we focused on

• we put the bugs in CD containers but realized there were holes when a couple got out so we taped up the holes and put them back

• to examine the bugs we had a macro lense ring light connected to a smart phone and a digital microscope

• while examining we saw that the eggs had no features or details so we used the dye to see cracks or details

SESSION: January 3, ~~2019~~ 2020

Invertebrates

- no backbone

- sponges
- mollusks
- echinoderms
- jelly fish
- arthropods
- worms

We watched a video to tell us about invertebrates and used this to find life in my backyard

- All living things:

- reproduce
- consume/use energy
- responds
- organized (life)
- grows

Methane Detection:

Went off:

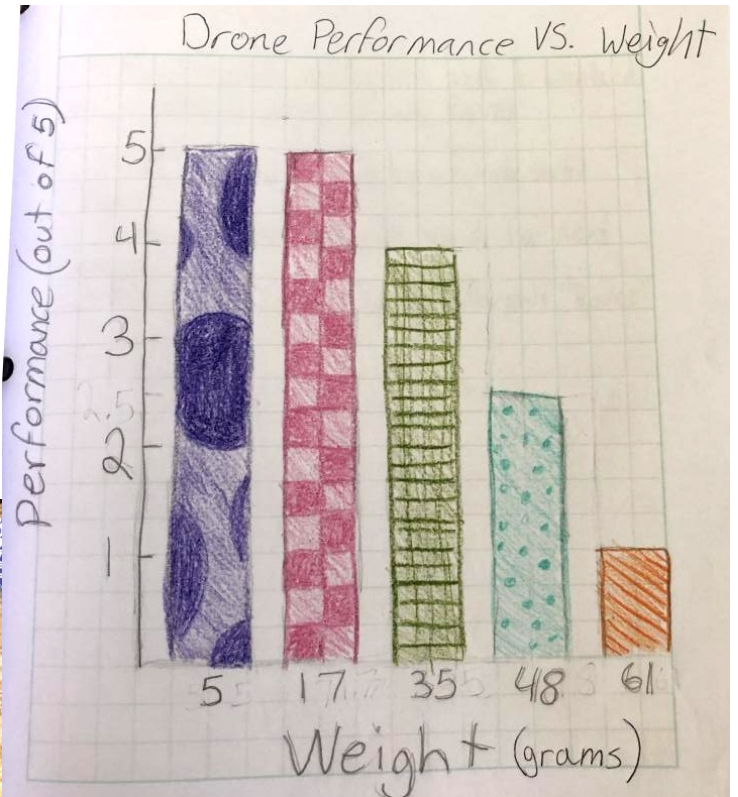
- rotting pumpkin
- wine barrel
- shoes
- breath
- grill w/ gas flowing

Didn't go off:

- sewers
- compost bin
- trash bin
- rotting apples
- curdled milk
- rotting logs/leaves



Landing System



SESSION: 22, July, 2020

Overview Of The Landing System

One of the challenges we had to complete was building a landing system that was distinct from the other teams, demonstrated thoughtful planning, it also had to be structurally sound for landing saying that it should stay intact, clearly designed to be aerodynamic, and resembles a rover while displaying our team and NASA's identity. We did multiple tests and designs to narrow it down to the best combination of features. Some of our first designs had the problem of being way too heavy and not aerodynamic enough. We learned that our drone could carry 36 grams of weight and still maneuver properly. We ended up putting a clear dome around our rover to redirect the rotor wash and make it more aerodynamic, and structurally sound. Also we added a wide base to prevent the rotor wash from pushing our rover

Lily

SESSION: 22, July, 2020

Overview Of The Landing System P. 2
across the mat. we modeled our landing system after the Mars 2020 rover including the wheels and camera mast, it also included our team logo, a NASA logo, a SPL logo, and colored sequins to represent each of us girls on the team.

SESSION: Overview of Mo3 and Mo5

Flying to Mars and Entry Descent & Landing

The lander must be hanging from the drone in a very specific way to get the best position when dropping. The string hanging down from the drone must be hanging from the outer part of the drone legs and the string must be wrapped around the wire hook of the lander tightly so that when the drone takes off, the string will be hooked by the lander's hook.

When circling Mars, the drone should fly in an octagon like shape to fly smoothly and to make sure that the lander does not hit Mars. Once the com. dish has been set up and the signal received, the drone will fly to the landing target and adjust its position until everything looks right, then land the lander. Because the max weight the drone can carry with the best performance is 35 grams, we made our lander weigh about 30g. But because the lander is heavy, the drone performance drops sharply when the battery is almost dead or when the drone is adjusting its pitch and yaw, because then the drone will start to dip down. This is why landing the lander is a bit tricky and why during the descent the drone must fly down quickly and then slow down just as the lander touched down to ensure that the lander doesn't tip or move too much. Because the hook on the lander is designed to curve back facing towards the pilot, once the lander has been landed the drone can simply just fly backwards and land in the landing zone.

Scrapbook: Landing System

LANDING SYSTEM



Engineering
Design Process



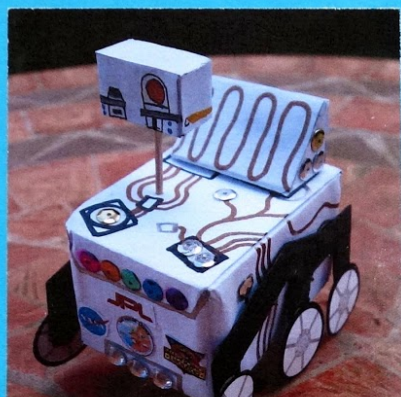
Aerodynamics



Scrapbook: Landing System

L
a
N
d
i
G

S
y
s
t
E
M



Our final landing system.



group photo with our prototypes.



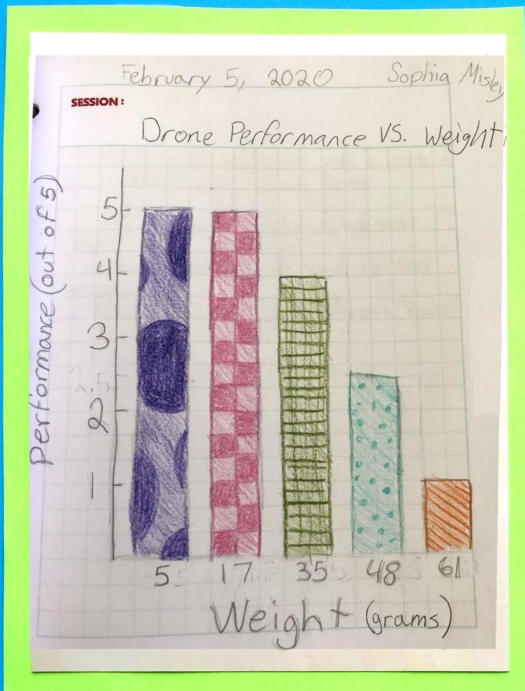
We came up with 7 different versions of the landing system!

SPACE

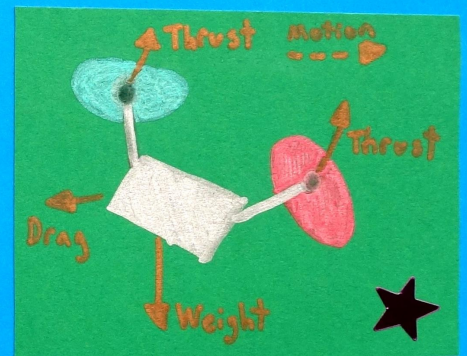
Scrapbook: Drone and Sky Crane



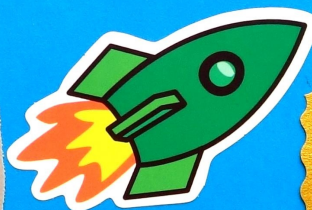
Scrapbook: Drone and Sky Crane



Airplane
vs.
Drone



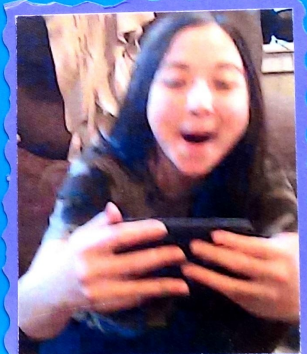
We tested how the drone would perform based on how much weight it was carrying. Based on our trials, 35 grams was the max weight that the drone could carry while still performing well.



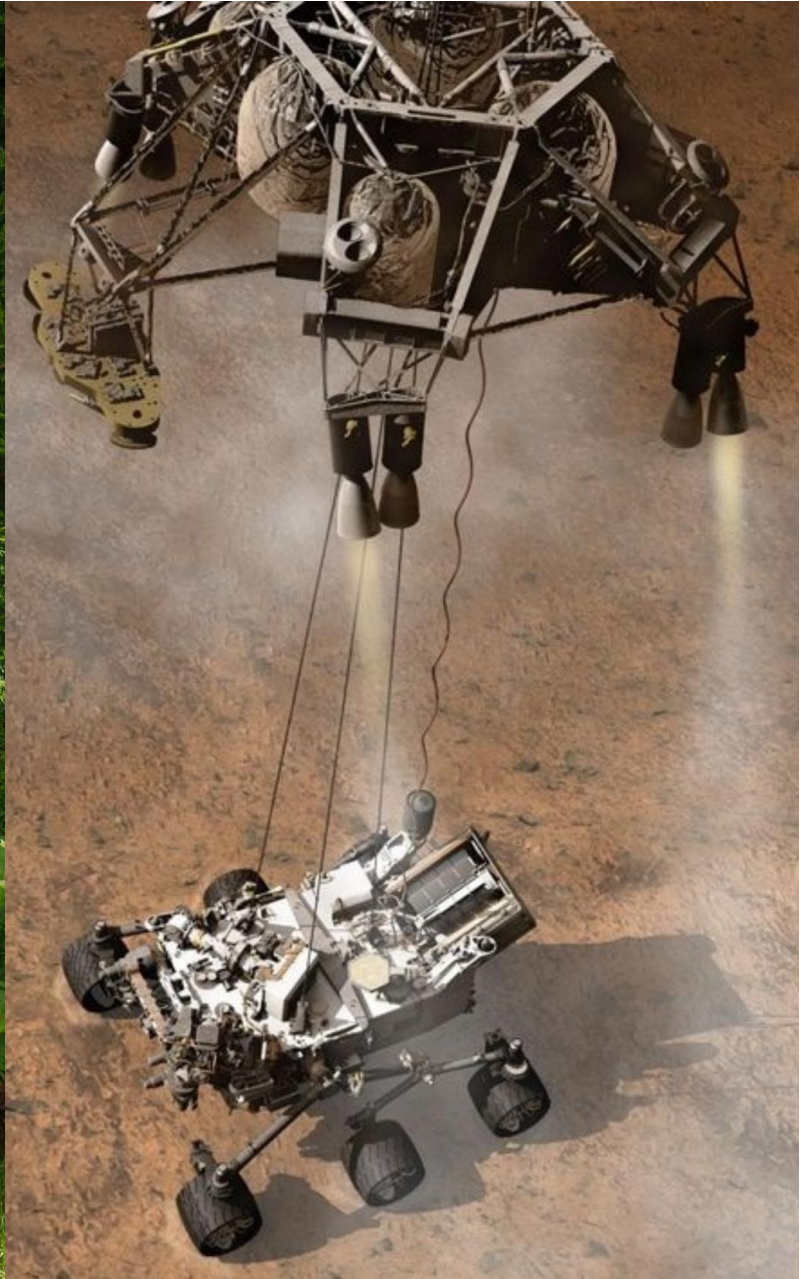
Pictures taken from mini drone.



Lander
&
Drone



Landing System:

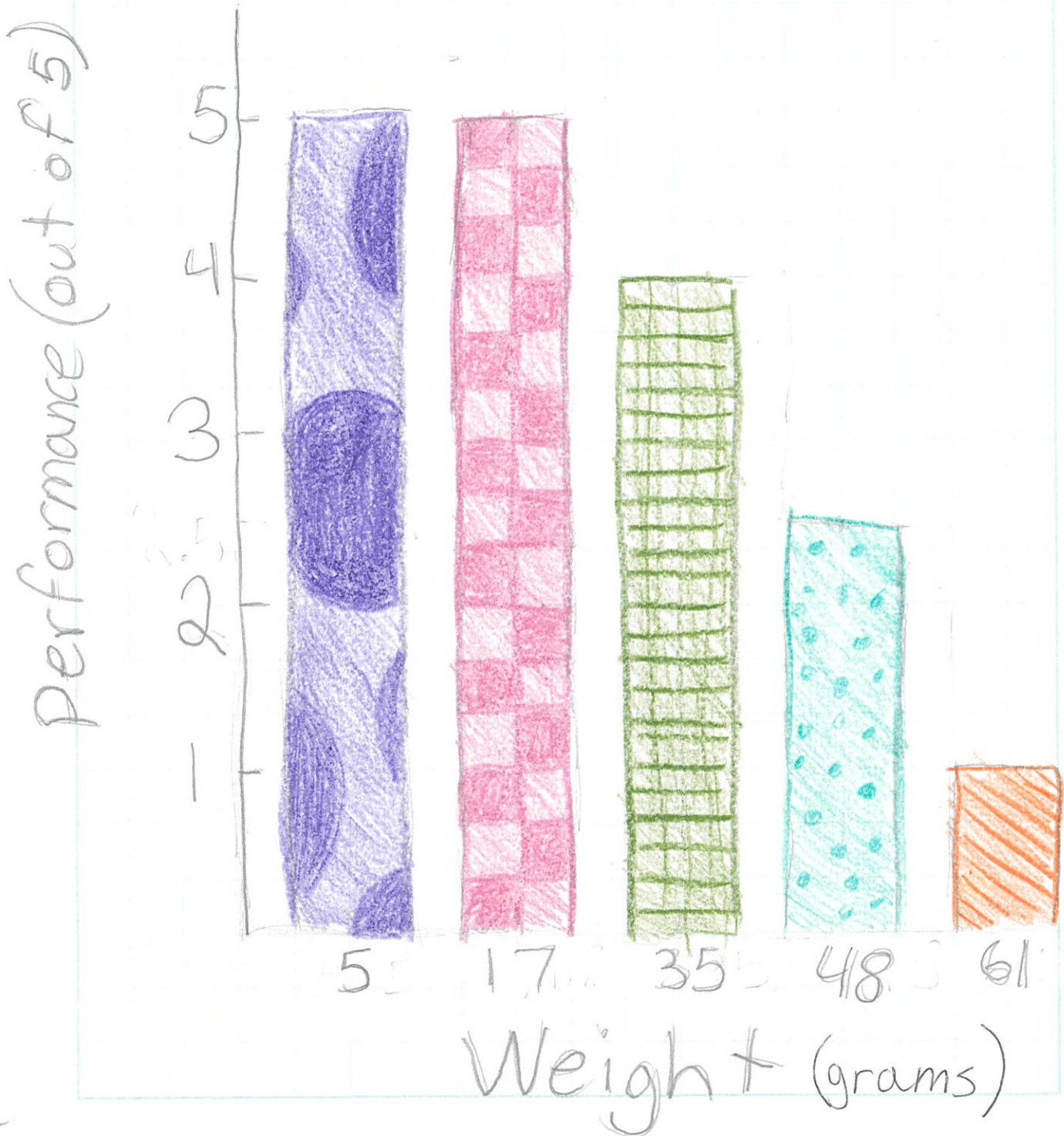


February 5, 2020

Sophia Miley

SESSION:

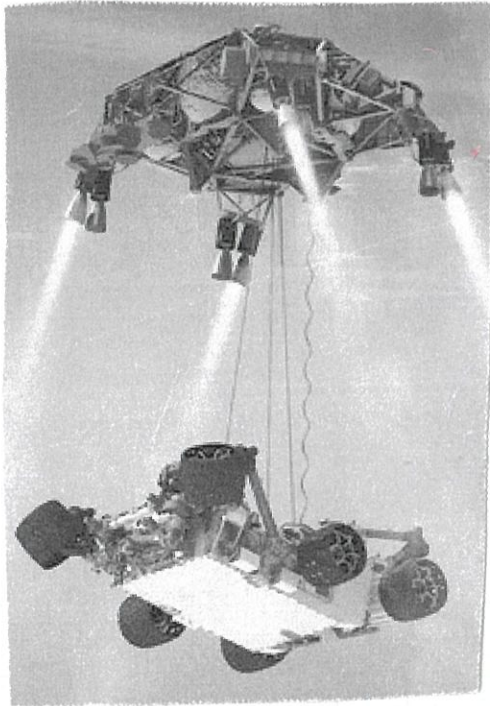
Drone Performance VS. Weight



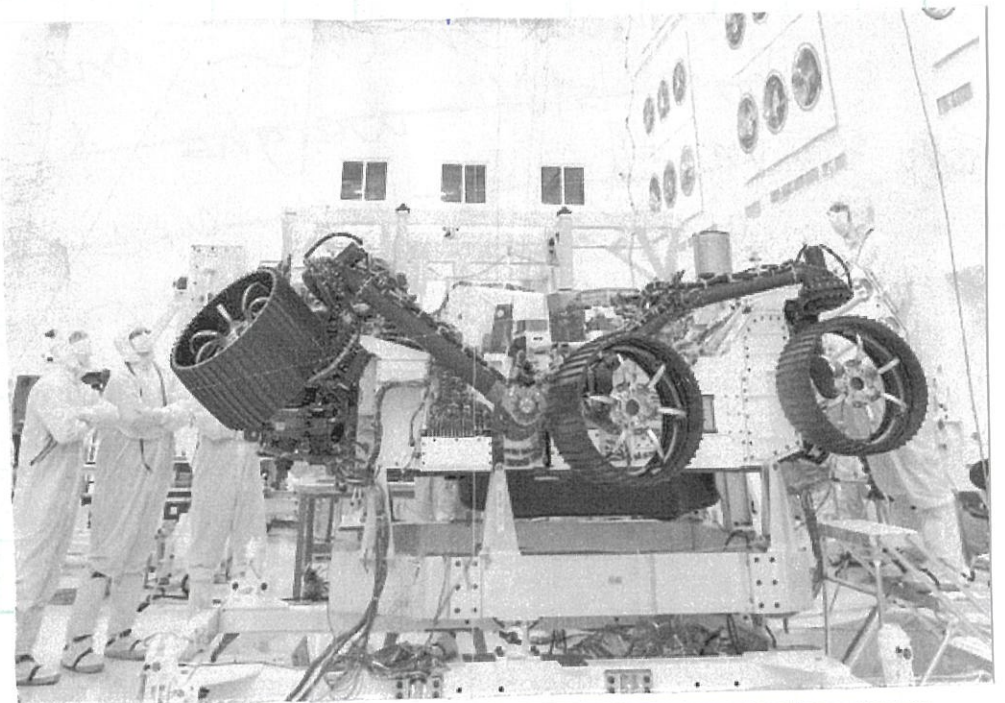
SESSION :

Landing System Configuration

Example of Rover Being lowered



Example of
the wheels being
stowed up to save
space,



SESSION: 6 March, 2020

Landing System

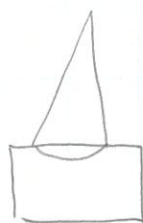
- when a drone flies up it pushes air under it

- we began to notice it was hard for our drone to fly

• this is because our rover has a big surface area



the air pushes right on top of our rover so we thought of a way to reduce the drag



adding a cone

• cones are aerodynamic

(air goes around them easily)

• we think this will reduce the drag downward

March 17, 2020


Sophia Misley

SESSION: Landing System

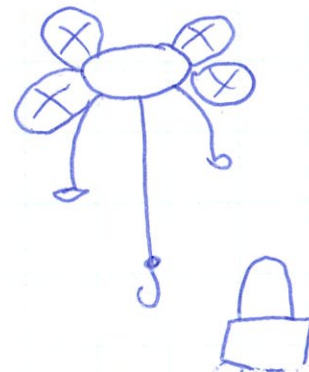
Engineering Design Process

With our landing system, we had many problems. We faced challenges like weight, twisting, rotor wash, and aerodynamics. Over time we have come up with a design that looks and functions it's very best.

The Evolution of Our Landing System:

Model 1: Lego hook on drone connected to single string  Hoop on lander

- hook would twist
- it was hard to tell the direction of the hook
- lander twisted
- hard to hook on takeoff



March 17, 2020

Sophia
Misley

SESSION:

Landing System

Engineering Design Process

Model 2: Lego hook on
drone connecting to
two strings
attached to legs



Hoop on
lander

- * doesn't twist as much
- * you know the direction of the hook
- still hard to hook on takeoff



Model 3: drone has one
string connecting to
both ~~sides~~ legs
to make a loop

Single
wire
hook on
rover/lander

- * much easier to hook on take off
- swings forward and backward



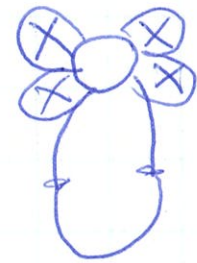
March 17, 2020

Sophia Miske,

SESSION: Landing System

Engineering Design Process
Model 4: drone has
1 string connecting \Rightarrow wide
to legs in a loop hook

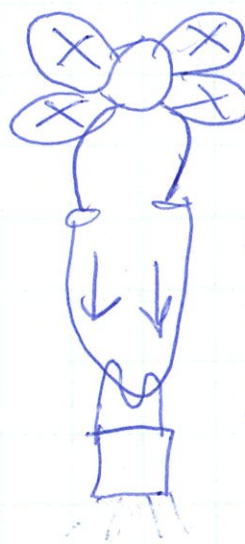
- * reduce swinging significantly
- * easier to hook on takeoff
- * doesn't twist
- * consistent hook direction
 - rover model was pushed down by ~~rotation~~ rotor wash
 - rotor wash would blow model across mat



Side view



Front view



air blows on cube
figure and
is pushed
down.

March 17, 2020

Sophia
Misley

SESSION:

Landing System Engineering Design Process

Model 5: NEW Focus: weight + rotor wash
rover model needs to divert
the wind from the rotors

- rover model is rectangular
block, not aerodynamic on ↓ ↓
top.



We tried different
shapes, and we ~~rea~~ researched
the best (see attached paper)
(attachment 1)



cone worked
well



bottle
on top
worked
better
than
cone

Page 4

March 17, 2020

Sophia Misley

SESSION:

Landing System

Engineering Design Process
Model 6: arrow dynamic, ~~we tried putting it in the bottle~~
we tried putting it in the bottle

- * aerodynamic
- too heavy
- didn't fit in bottle



Model 7: We made a smaller model
to fit in the top of the
2L bottle

- * fits in 2L bottle
- weighs too much, drone can't carry it well



Model 8: We made a lighter wire

- * less weight
- still heavy
- when on ground, the rotor wash blows it across mat

page 5

March 17, 2020

Sophia Misley

SESSION: Landing System

Engineering Design Process

Model 9: We are making an even smaller rover base with a 1 Liter bottle, and added legs so it has a wider base












*weighs less

*doesn't slide accross mat

page 6

Attachment 1

Shape		Drag Coefficient
Sphere	→ 	0.47
Half-sphere	→ 	0.42
Cone	→ 	0.50
Cube	→ 	1.05
Angled Cube	→ 	0.80
Long Cylinder	→ 	0.82
Short Cylinder	→ 	1.15
Streamlined Body	→ 	0.04
Streamlined Half-body	→ 	0.09

February 7, 2020

Sophia
Miskey

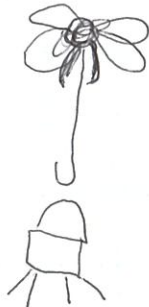

SESSION:

Sky Hook

① Identify the problem: ~~when~~ ~~was~~

- the sky hook spins while only attached to one string
- the hook wouldn't stay on the loop when launching
- wouldn't detach so module was dragged.

② Explore

our last year idea:	Other teams idea:
	

~~both doesn't solve launching problem~~

← this idea will really help with detaching and launching

Flip loop and hook from our design

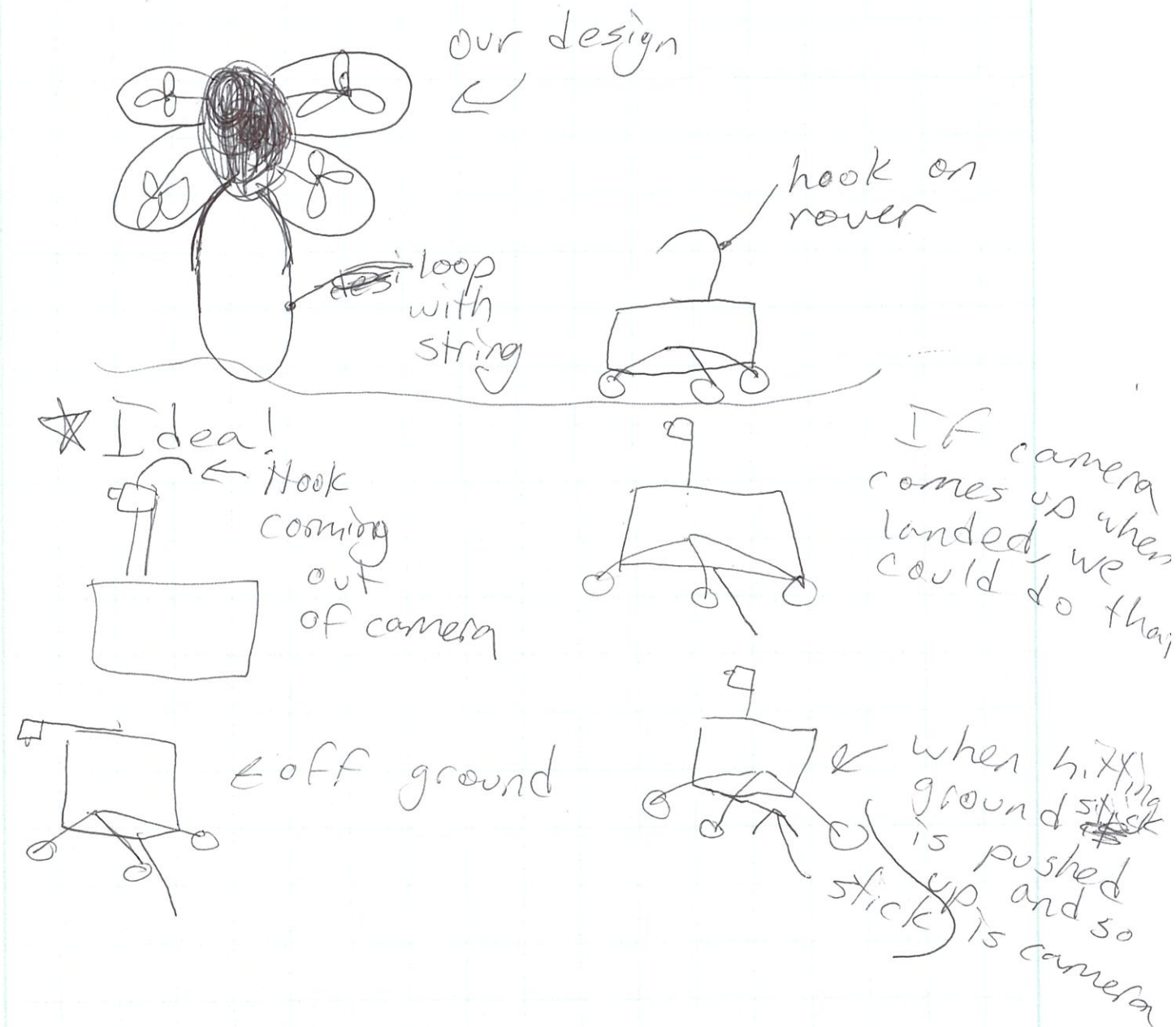
February 7, 2020

Sophia Misley

SESSION:

Sky Hook (page 2)

③ Design:



February 7, 2020

Sophia
Misle

SESSION:

Sky Hook (page 3)

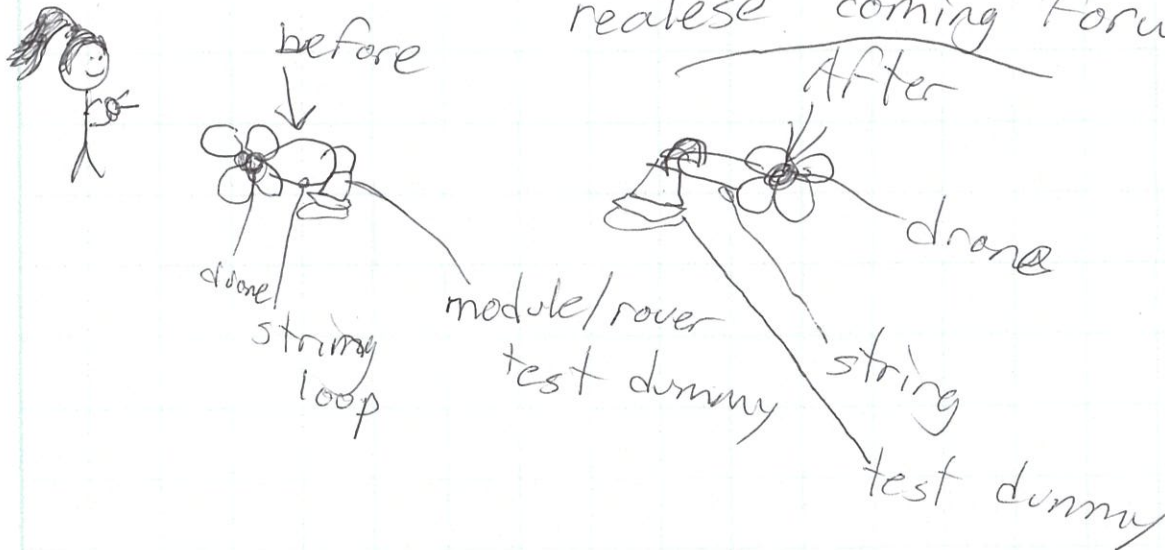
④ Create: Our design:

- Our test design for the hook was successful ~~but we~~



- We didn't only change hook, we changed direction of string to drone:

We changed it so we can release coming forward



February 7, 2020

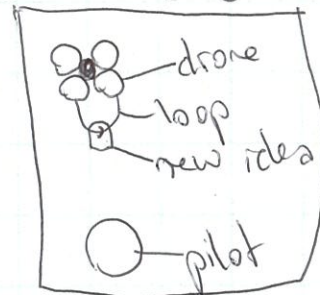
Sophia + PJ
Misley

SESSION:

Sky Hook (page 4)

⑤ Try it out:

- Sophie launched with our new idea 6 times
- it was easier to drop
- when we launched it it didn't fall off
- it never twisted and ~~it~~ came off when we needed it to



⑥ Make it better:

- have the hook push up when it hits the ground



SESSION: 2/5/20

Today Sophie, Pahllychai and I worked on a way to pick up our Rover

- we tried using a cup as our makeshift Rover

- we filled the cup with sand to add weight

- Pahllychai practiced flying with our "Rover"

SESSION: 2/5/20

Rover Weight test

What weight is coming from	Weight	Performance
1. Only hook	5grams	5 out of 5, easy to maneuver
2. hook and cup	17grams	5 out of 5, easy to maneuver
3. hook, cup and 18g weight	35grams	4 out of 5, struggled to get up at start but did good otherwise
4. hook, cup, 18g weight and 13g weight	48grams	2.5 out of 5, was difficult to maneuver
5. hook, cup, 18g weight, 13g weight and another 13g weight	61grams	1 out of 5, it got off the ground but was <u>very</u> difficult to maneuver

SESSION: 2/5/20

Mars Rover Weight test

- Cup: ~~12g~~ Only Hook: 5g

Performance: 5 out of 5

- Hook with cup: 17g

Performance: 5 out of 5

- Hook w/ cup + weight: ^(18g) 35g

Performance: 4 out of 5 because at beginning it struggled ^(a little) to get high

- Hook w/ cup + ~~(13g)~~ ^{two} weights: 48g

Performance: 2.5 out of 5 because it was difficult to maneuver

- Hook, cup, three weights: 61g

Performance: 1 out of 5 it got off the ground but was very difficult to maneuver

January 29, 2020

Sophia Miskey

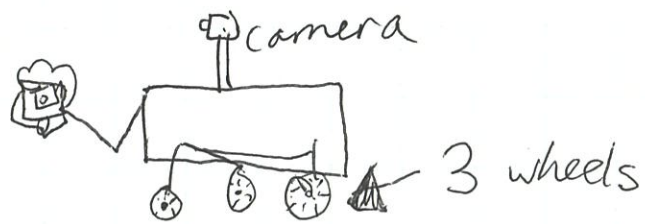
SESSION:

Rover (landing System)

Identify the problem: We need to make a mars rover that is light weight so the drone can carry it, and also represents our community.

Explore: Others ideas =

- Some made of paper complete
- lego is too heavy



This is most like our design we are trying for


Materials we have

- lego
- styrofoam
- screws
- cardboard box

Design: - using cardboard box
- lego wheels

Create:

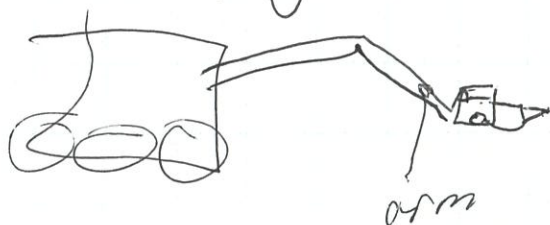
~~Parts~~ pieces needed:

 part number 4

SESSION:

our design so far:

• next building arm on front;



lego wheels

weighs: 47 grams

Decor ideas:

- related to DC,
maybe trees?

- sequins again

- use flag

- ~~lunar~~ ~~ladder~~ ~~sign~~ Lunar ladder
sign

To be continued!

.....

Communication Dish

.....



July 22nd, 2020

SESSION: Overview of MO2 Communication Dish

When we were making our communication dish, we went through many prototypes. We first looked at other people's com. dishes and then decided that we would build our com. dish out of lego. We saw that other people had made theirs of straws and paper towels, and we choose lego instead because lego is very sturdy and easy to put together. Lego is also very stable and something built of lego can easily stand up alone.

Because we choose to use lego to build our com. dish, it was very easy to separate it into 10 pieces and quickly reassemble it. Our dish meets all 4 requirements: 10 or more components, one round piece that fits into a square piece, able to stand alone when built, and no larger than 12"x12"x12".

We used real pictures of communication dishes as a reference to build our com. dish. With a curved dish, lego technic for supports, and a 2x2 block for the TNB, our com. dish looks very realistic. We also have several items of importance significance on our com. dish. There are 5 colors all over our com. dish: pink, purple, blue, orange, and turquoise, which each represent each of our own individual colors. We have a waterfall which represents the Willamette Falls because we live in Oregon City. There is a douglas fir tree that represents Oregon's state tree and also represents two of our teammates' grandpa who owns a Christmas tree farm. Nancy G. Roman is on our com. dish because she is a famous female scientist who represents woman in Science.

Marvin the Martian is also on our com. dish because he has been on previous NASA mission patches and because our costumes are based off of him. We also have the Saturn V rocket which represents the 50th anniversary of Apollo 13, and the American flag because we all live in America and are Americans.

Scrapbook: Communication Dish



Scrapbook: Communication Dish



Communication Dish:



- Saturn V Rocket for Apollo 13
- Xmas Tree for a family Tree farm
- Willamette Falls for Oregon city
- American Flag for our country
- Marvin the Martian for our team of “martians”
- Nancy G. Roman for Women of NASA



Ariana Nackos

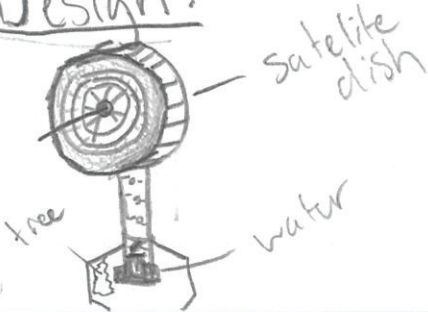
SESSION: Designing ^{+Creating} Satellite Dish
1-29-20

Problem: we need to design and create a satellite dish that has 10 pieces and ties in with our community. Needs 1 circular piece that fits into a square. Max: 12 in diameter.

Explore:

- we liked the idea of the open satellite dish so we used a tire with an open middle to create that effect
- to represent Oregon City we liked the idea of using the colors green and blue to represent how wet and green Oregon City is

Design:



SESSION: Designing + Creating Satellite Dish (continued) -29-20

Create:

• we had to figure out how to make the satellite dish be facing at an angle and we eventually figured it out →



• we are trying to find a swivel piece so that the satellite can turn. We found it because another team ate found one for us

• we still have to figure out how we are going to get a circle inside a square

To be continued...

SESSION: Communication Dish Engineering Design Process

Our Satellite Dish had only two problems

1. We wanted it to spin
2. It looked too much like a tire

Our second problem was easy to solve, we just looked through our lego and found legos that were good shapes for a satellite.

For our first problem we had to do research

A way we found to make it spin was a plan for a merry-go-round. It had a handle and when you spun the handle the satellite should spin

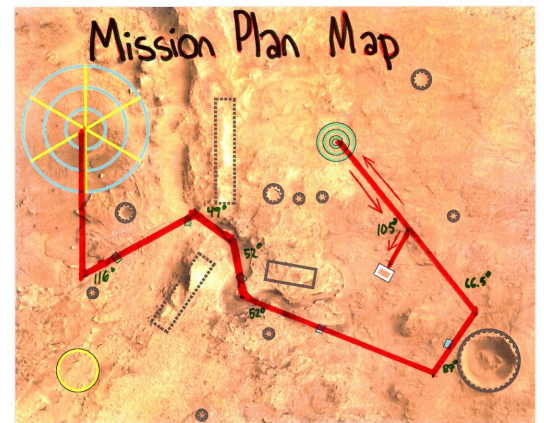
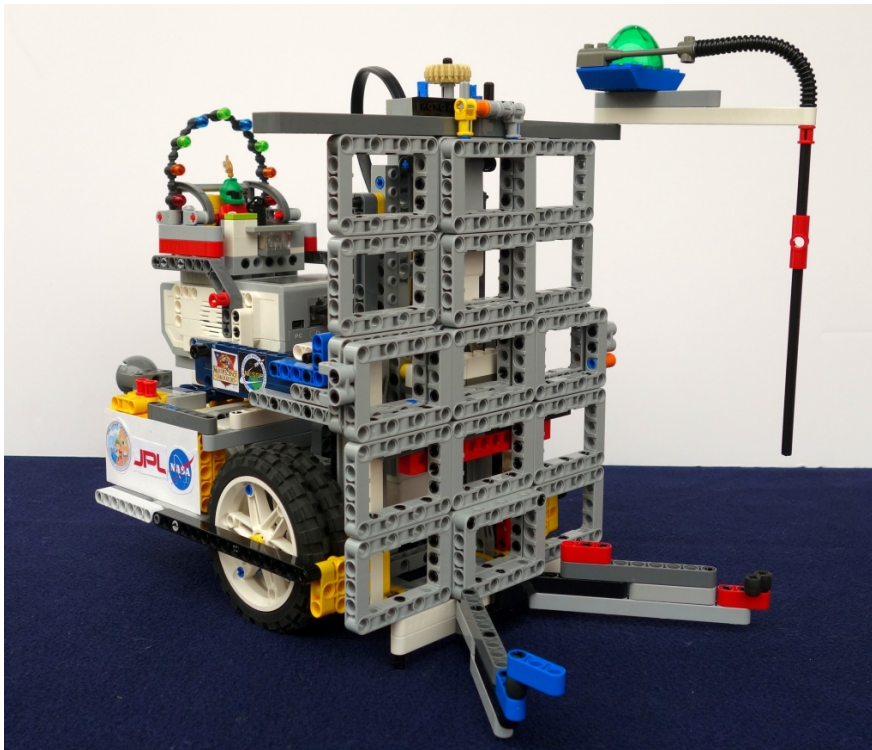
SESSION: Communication Dish Engineering Design Process

- when we first put it inside of one of the buildings the dish wouldn't spin

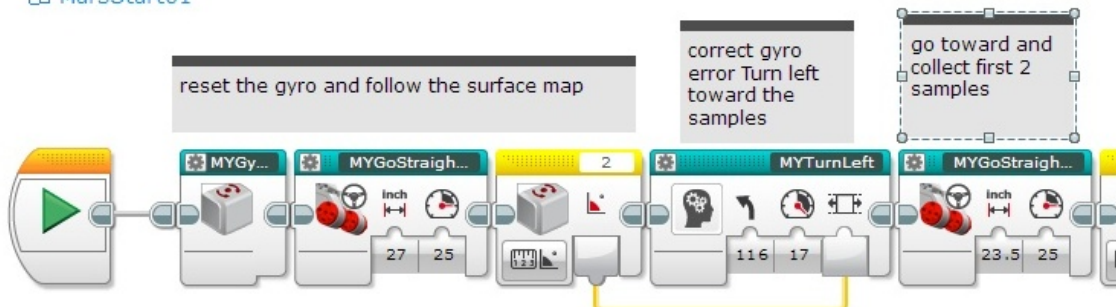
- this was because the axel sticking out of it was too short

- to solve our problem we put a longer axel in so it could reach the stack of bricks that held the Satellite and spin

Rover Design



MarsStart01



SESSION :

Overview of Rover Design + Testing

1. Mechanical Design

A lot of work went into making sure our robot was strong, sturdy, and fit for the competition challenges. There were several aspects that stood out:

A. Our Dual Rack Mechanism

B. Our Soil Sample Scooper

C. Tire Selection

D. Axel Support

E. Balancing the Rover

A. Dual Rack

After our initial brainstorming, we decided it would be extremely helpful to make a dual rack attachment so we can easily line up attachments on the dual rack up, down, left and right. A dual rack is something you can build with lego to attach to your robot. It uses gears and gear grip rack pieces on top and in the back to make the whole attachment move in all directions. The

SESSION:

Overview of Rover Design + Testing

Front of the attachment is designed to be flat so anything can attach to it, (like our scoop attachment). We had to find special lego parts to let the attachment move horizontally and vertically at the same time. We studied YouTube videos to get clues on pieces we need. The rack was a perfect addition to our rover.

B. Soil Sample Scooper

We made a soil sample collector attachment to put on our dual rack. It is in a V shape so even if the samples hit the very outside it will channel them back in to the center. This gives us a larger error margin. We also can line up the scoop attachment with the cache zone by using our dual rack attachment to move left or right once we reach that part in the program. Some samples were hooking on to our scoop so when we push the samples into the cache circle we can lower the dual rack and drop off our whole scoop attachment and drive to the

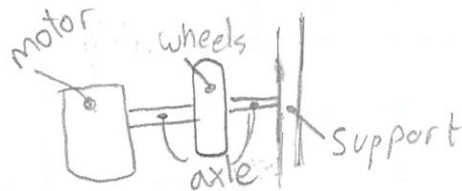
SESSION:

Overview of Design and Testing.

regolith sample without it. This is similar to a strategy NASA has considered using where samples will be placed in containers and left for future missions. This scoop attachment gets us all the points we need from the samples!

C. Tires

We needed to focus on several things like the tire size, stiffness, and stability. The small tires we originally started using were too slow, so we switched to taller ones that turned out to be too wobbly. Then we switched to the medium size which was just right. For more accuracy, we stuffed the tires with lego tube pieces so the wheels were harder. And finally, we put two wheels on each side to double the friction.



D. Axel Support

To help prevent the wheels from wobbling, we put a support bar connecting to the axle going through the wheel.

SESSION:

Overview of Rover Design + Testing

E. Balancing

Because of our dual rack, scoop, and probe, our robot is a little front heavy! To balance the front and back of our robot, we added castor wheels hanging off the back of our robot for even weight. We also moved the EV3 brick back on the robot.

2. Challenge Strategy



SESSION :

Overview of Rover Design + Testing

The first thing we did was a test to see if the samples could slide across the mat. Once we confirmed they could, we knew we wouldn't have to pick the samples up. Another thing we focused on with our challenge strategy is having the least amount of turns possible. While going straight, it's hard to mess up. Turns are more accident prone, the robot or program is most likely to make a mistake. We start off the challenge by collecting the closest samples first, so we can go the shortest distance possible. We will then weave through the craters and mountains collecting samples and ending up at the cache drop. Using the dual rack attachment we line it up with the cache drop center, move forward, and drop off the samples and the scoop attachment. Finally, we go in reverse, turn, line up the probe with the regolith sample, and put it in.

SESSION :

Overview of Rover Design Testing

3. Programming and Navigation

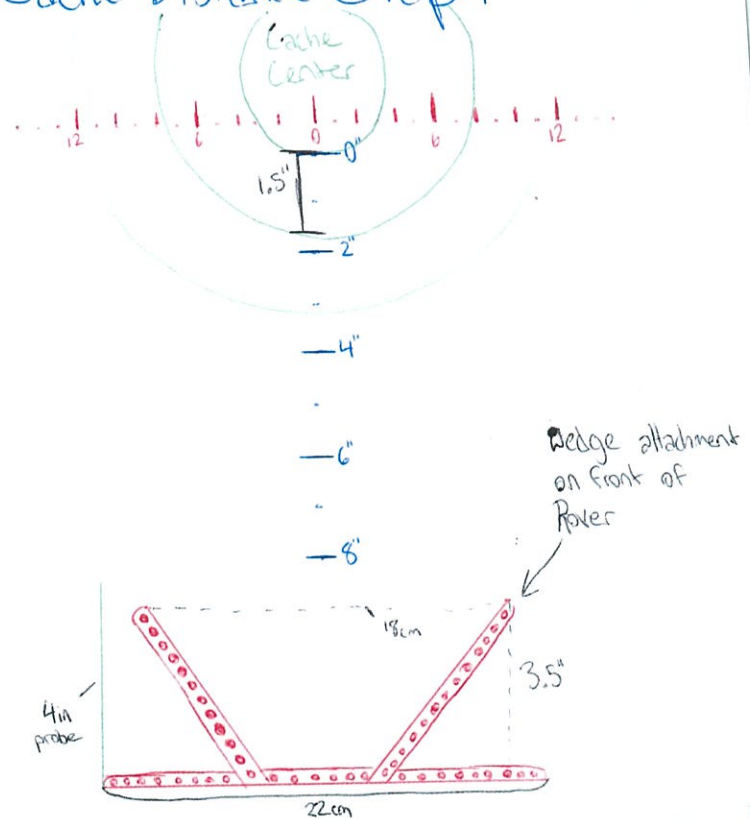
One thing we worked on a lot with programming is going straight and turning correctly. We have four error correction methods. While driving, if we drift, we record it and program it to drift the other way, correcting its mistake. This method is called proportional error correction. Another type called turn correction, records the angle it is at at the end of each go straight. If it is off, it adds or subtracts that from your next turn. We measure angles with our gyro sensor. The third form of error correction is how we can stop the program in the middle and send commands to our robot to avoid craters/mountains or to line things up. We also slowed down the start and stop on the robots go straight, and we slowed down all our turns. The last form of error correction includes a graph we have, to line up the robot with the cache drop and sensor box so we can move our dual rack attachment. *See next Page*

SESSION:

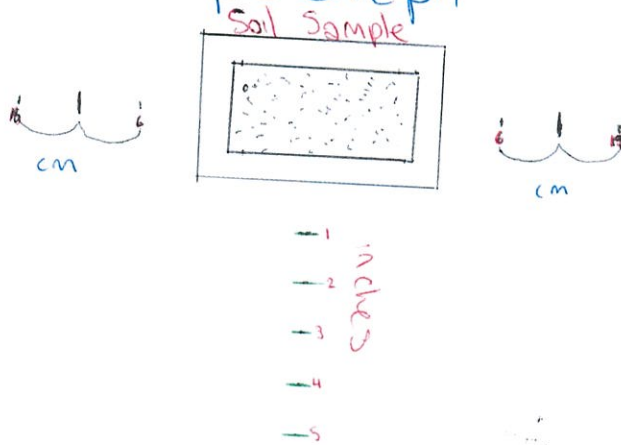
Overview of Rover Design + Testing

Cache Distance Graph

This is the graph we use to line up our soil samples with the cache drop center. →



Soil Sample Graph



This graph is what we use to center the probe to the regolith sample center. ←

SESSION :

Overview of Rover Design + Testing

4. Innovative Features/Creativity

We worked together and thought of as many creative, helpful, ideas to use for this Roads On Mars challenge. These are a few of our innovative features:

A. Dual Rack

B. Scoop

C. Proportional Error Correction

D. Slow Starts + Stops

A. Dual Rack

We got the idea to build a dual rack mechanism from a "SAP Rocket" video. This attachment allows us to move up and down, and left or right during our run. We use our left and right feature when centering the samples and the probe, and we use up and down to drop off the samples + scoop and put the probe in the regolith sample.

SESSION :

Overview of Rover Design + Testing

B. Scoop

On the front of our robot, you will find a "V" shaped attachment used for collecting samples. Even if they are off center, the slanted sides will channel the sample back to the center. We also put lego rubber axle connectors on the edge to make sure the samples stay within the attachment edges on turns.

C. Proportional Error Correction

We came up with the idea for our proportional error correction using tutorials from "Builder Dude 35" on Youtube. This form of error correction, (as previously mentioned) happens while going straight and helps the robot stay in a perfect line by fixing any drifting motions detected by our gyro.

SESSION:

Overview of Rover Design + Process

D. Slow Start and Stops.

With an idea from "Nate Simpkins" on youtube, we figured out that if you slow down the start and end of a go straight, it will be more accurate. We also slowed down the turns. Our rover was significantly more accurate after we implimented this idea.

Scrapbook: Rover Design



Scrapbook: Rover Design



SOFTWARE DESIGN



SESSION: Rover Mission

1. forward 7.5 centimeters
2. turn left 120°
3. go forward 6.5 centimeters
4. turn right 90°
5. go forward 6.2 centimeters
6. turn left 145°
7. go straight 9.6 centimeters
8. turn left 132°
9. go straight 11.9 centimeters
10. turn left 143°
11. go straight 7 centimeters

- all left turns except for 1
- only 5 total turns
- miss craters

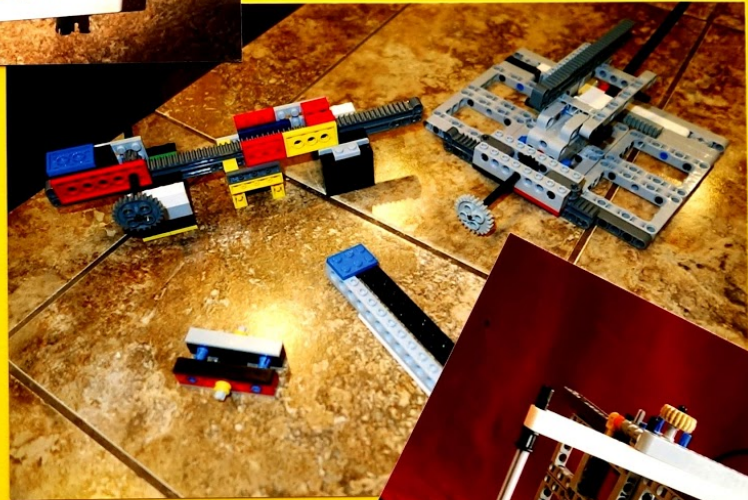
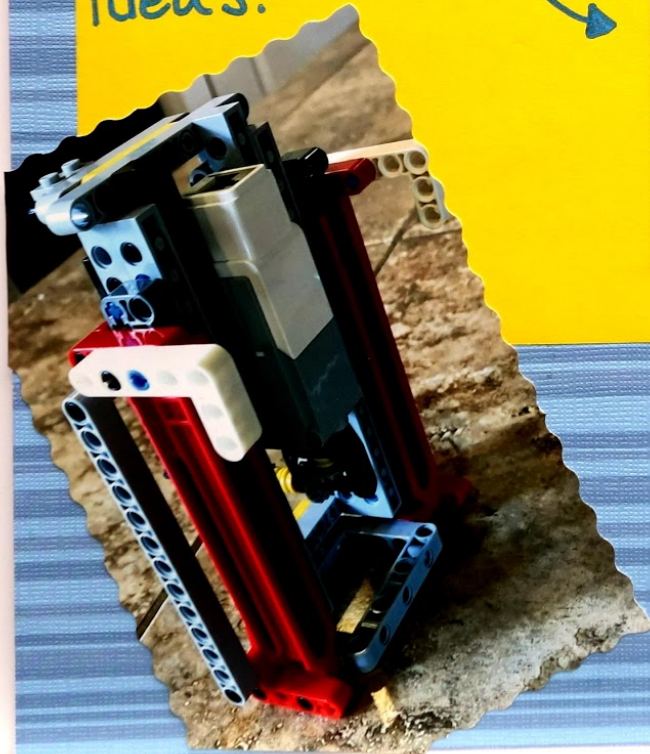


Scrapbook: Software

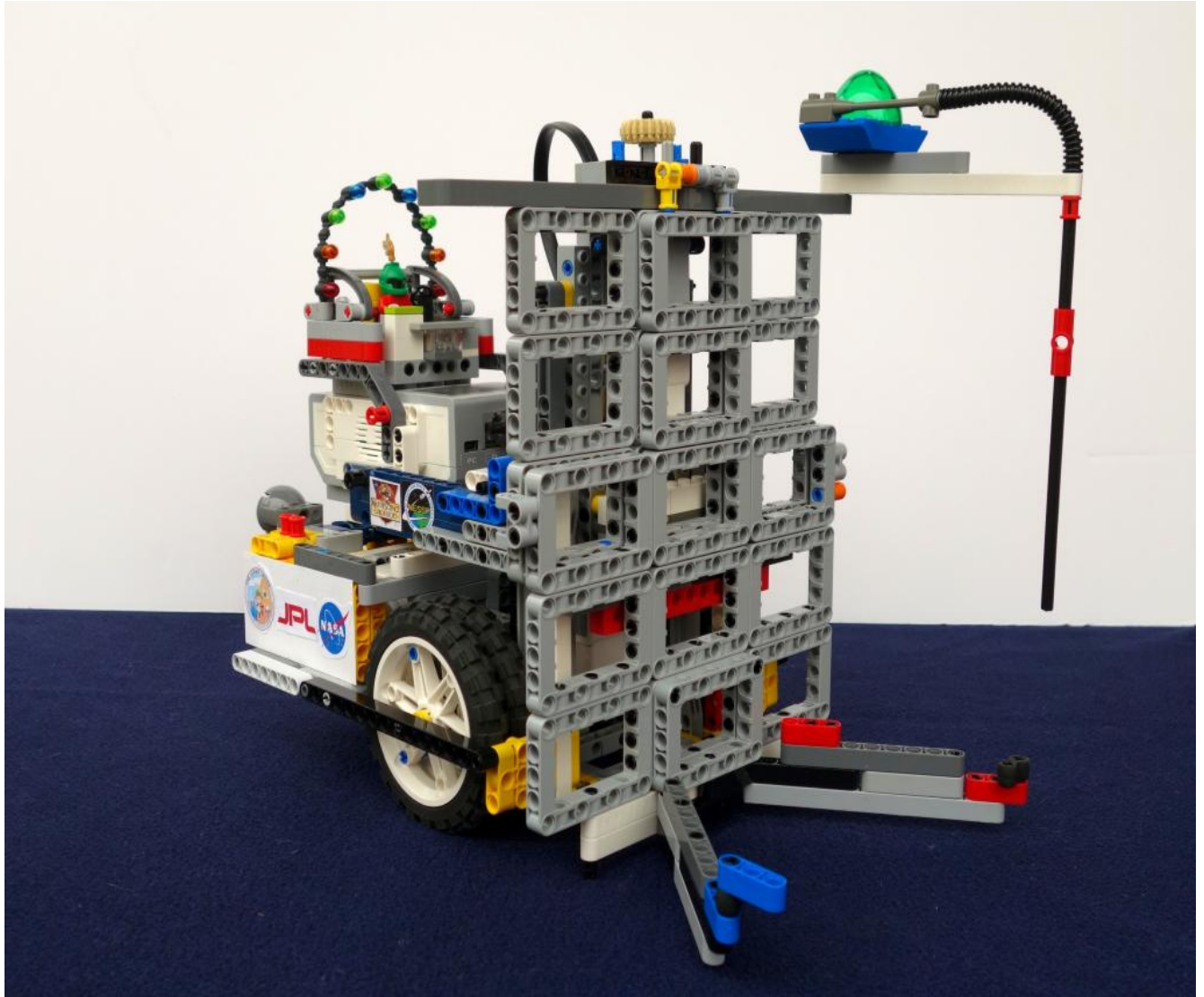
ENGINEERING DESIGN PROCESS

A lot of work, time, and designs went into our final duel-Rack attachment

We improve on each other's ideas.

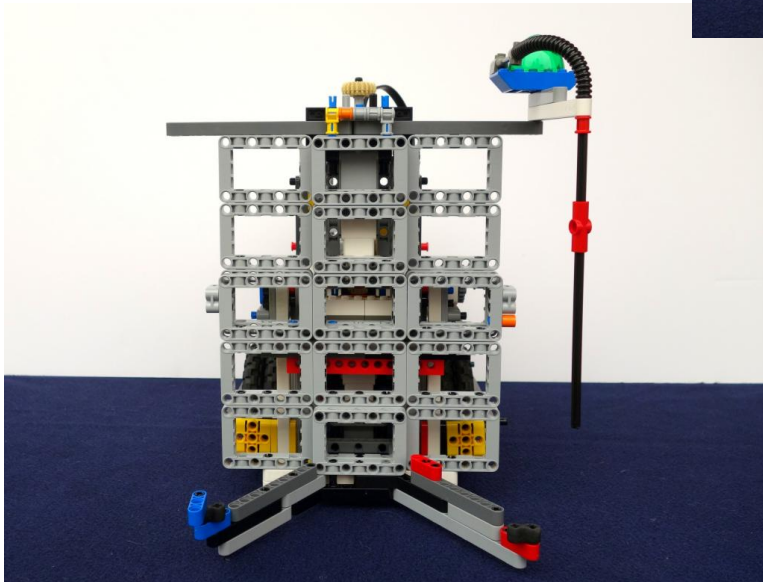


Our Robot: “Wall-E”

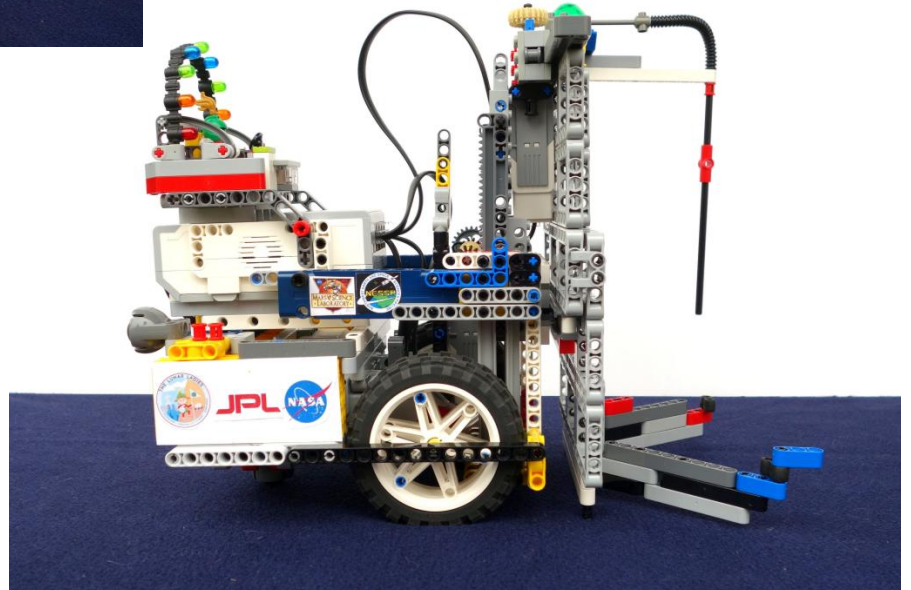


This is our robot “Wall-E”, driven by Marvin The Martian. We have different features such as our dual rack attachment, our scoop attachment for the soil samples, our dual tires, and our simulated sensor probe.

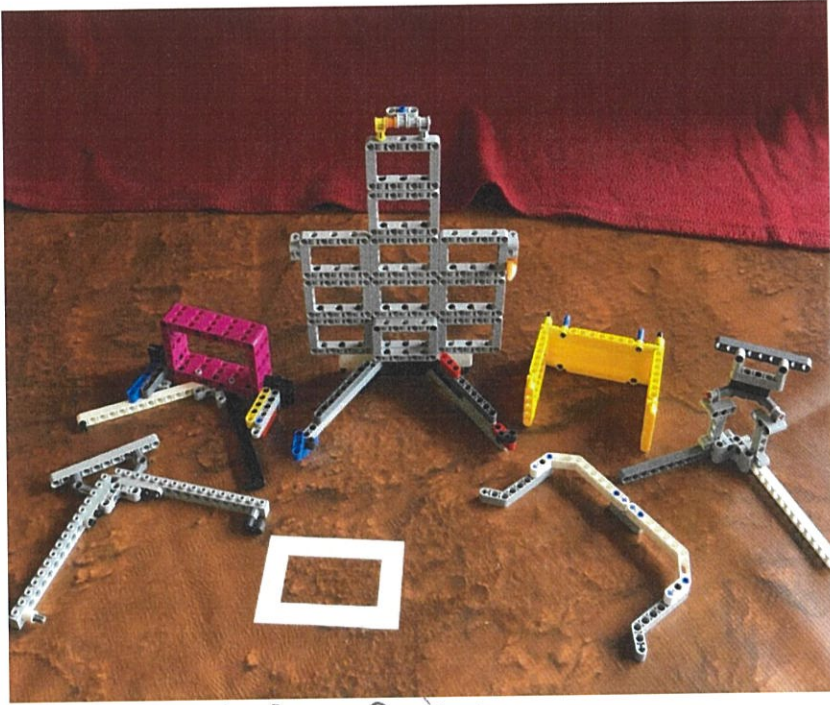
Different Views of “Wall-E”



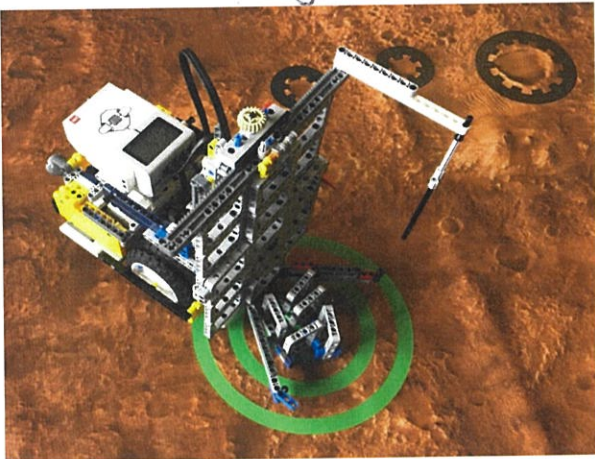
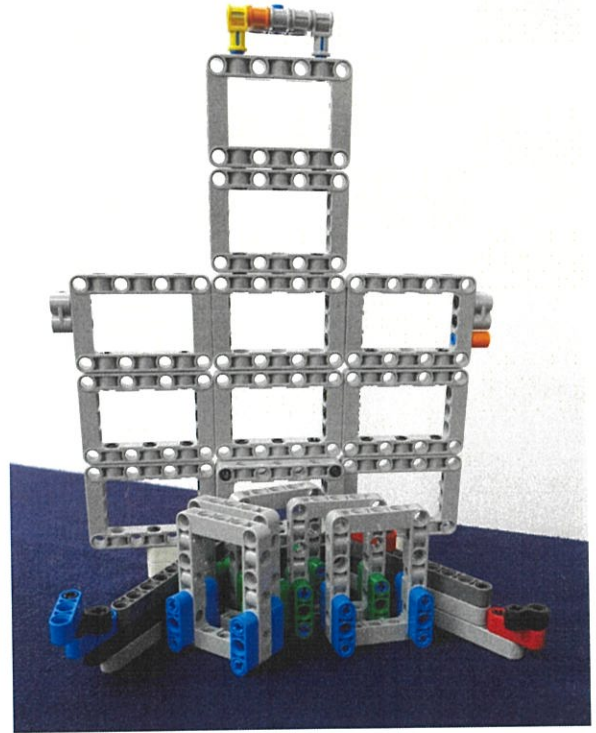
Our rover is decked out with team colors and logos from NASA, JPL, Mars Science Laboratory, NESSP, and the Lunar Ladies



Our Scoop Attachment



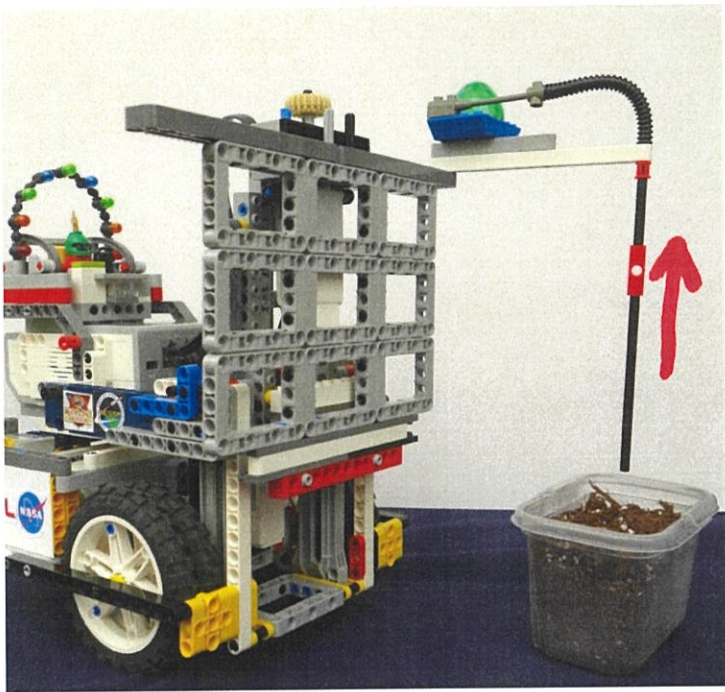
Early Scoop Designs



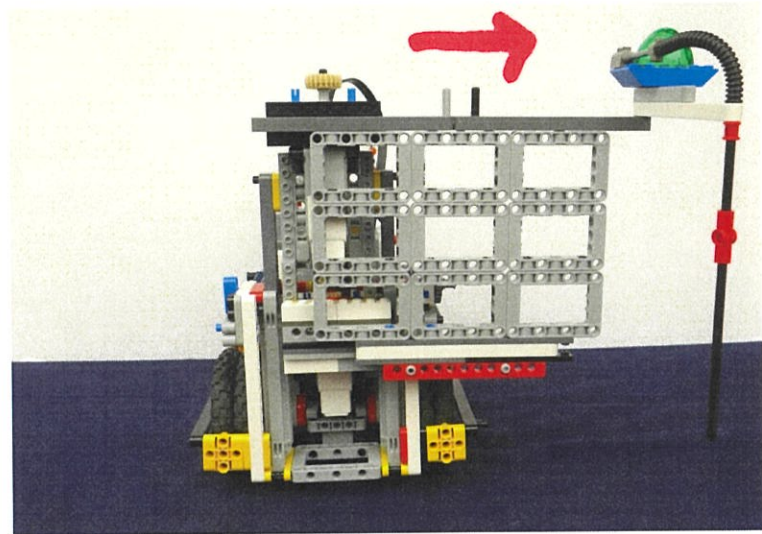
Bullseye!



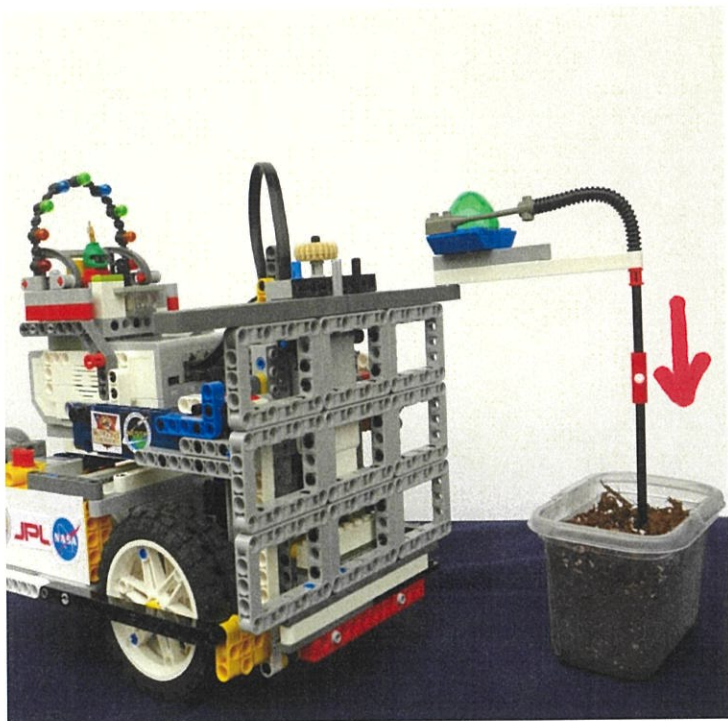
Our Simulated Moisture Probe



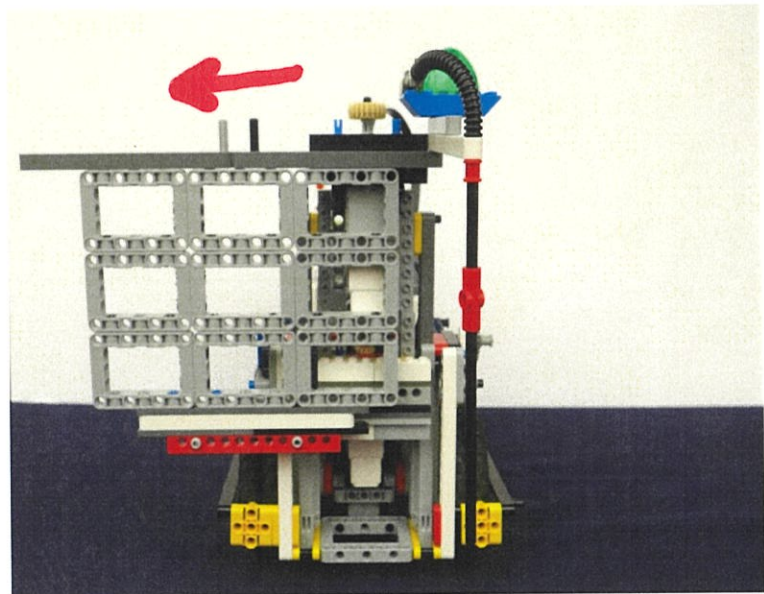
Probe Up ↑



Probe Right →

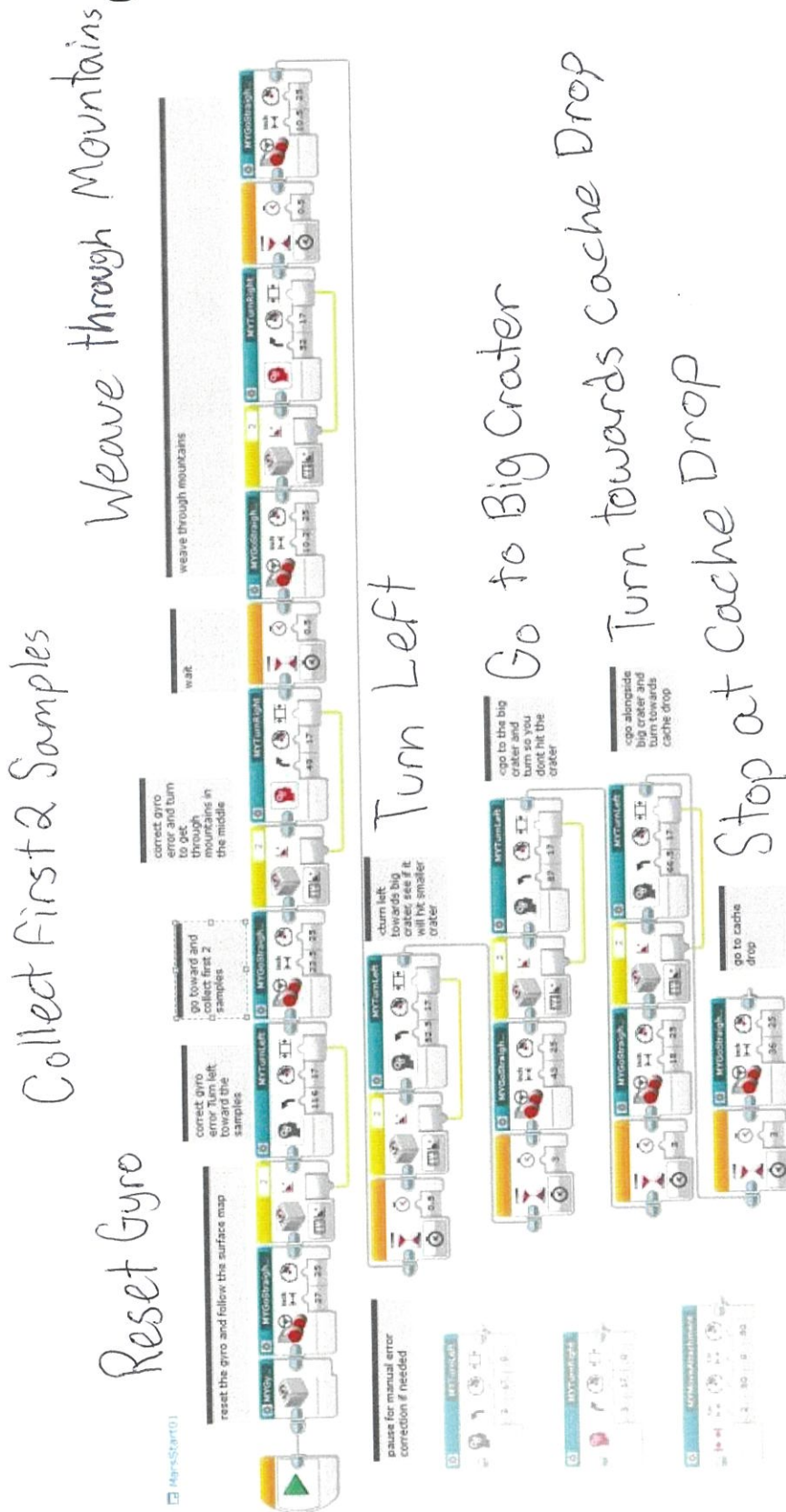


Probe Down ↓



Probe Left ←

Coding Mars Start 01 Main Program

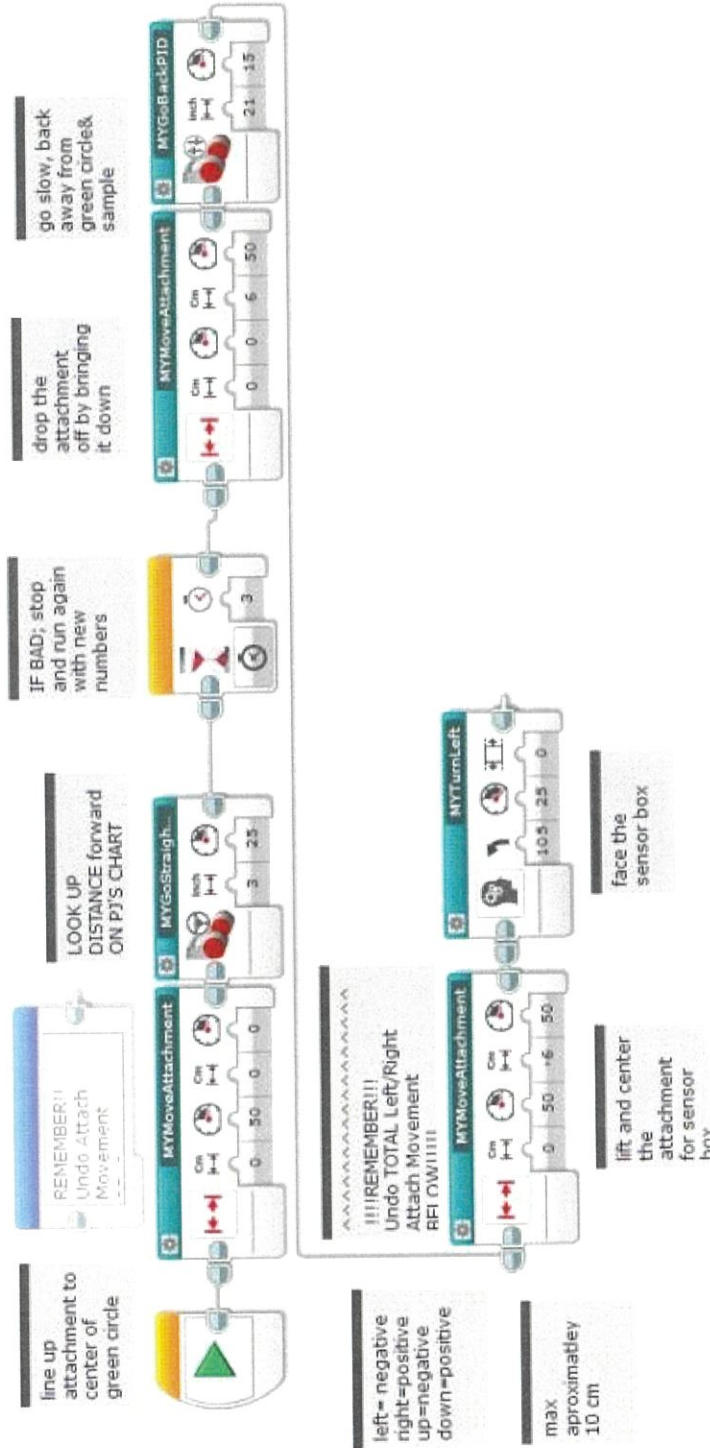


Next we run the cache drop program to put the samples in the center of the cache.

Coding for the Cache Drop

This program centers the samples in the cache zone

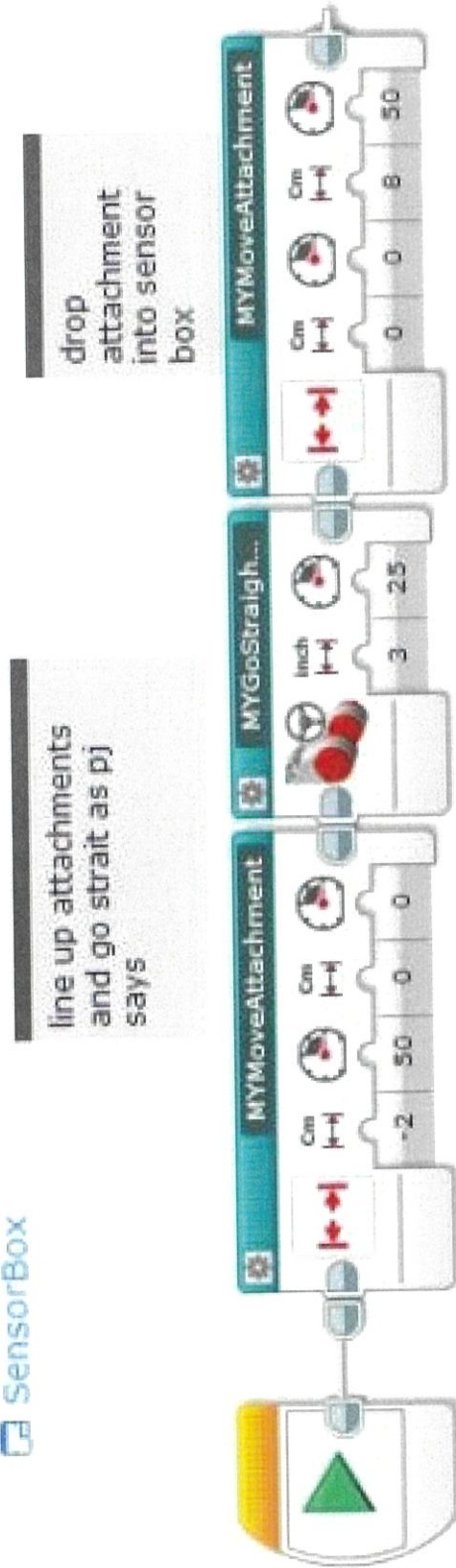
CacheDrop01



Code for the Sensor Box

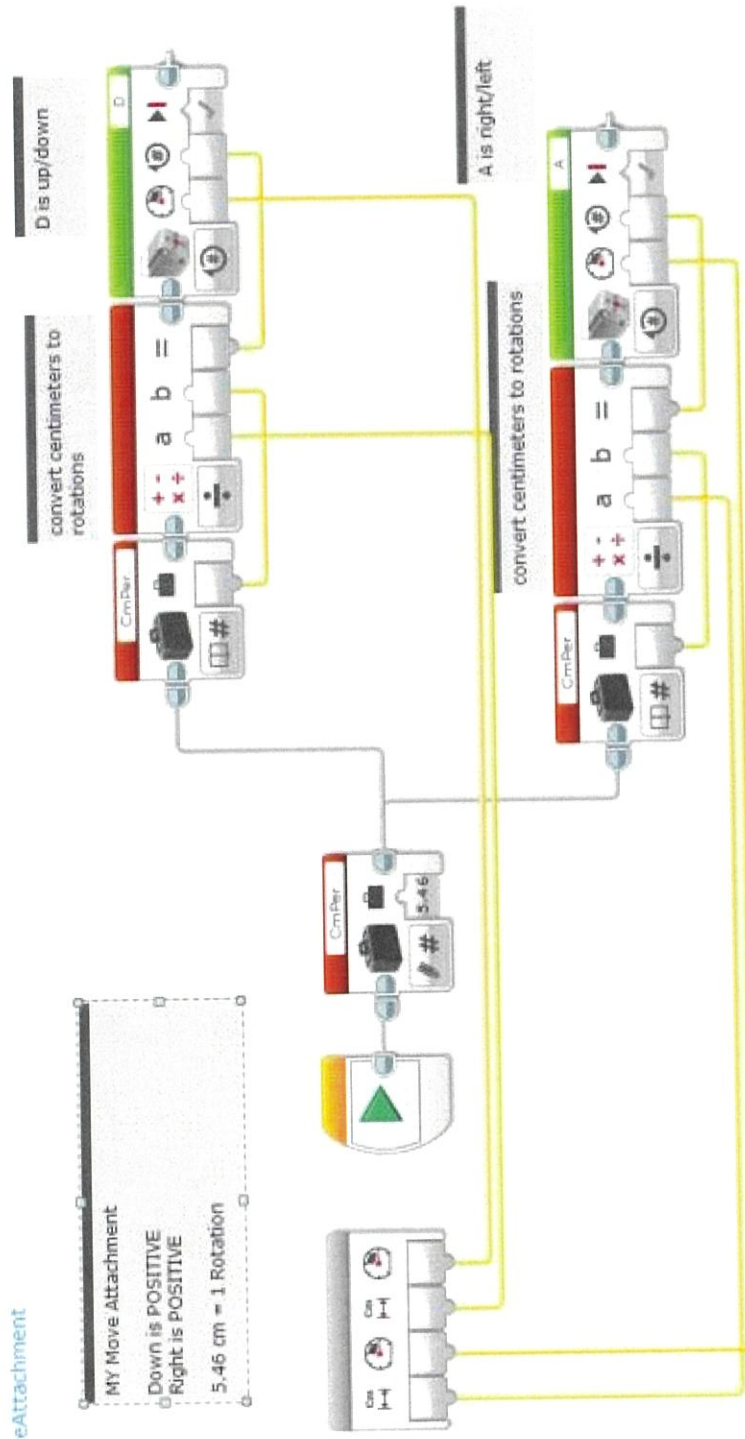
This Program centers the probe in the regolith sample.

SensorBox



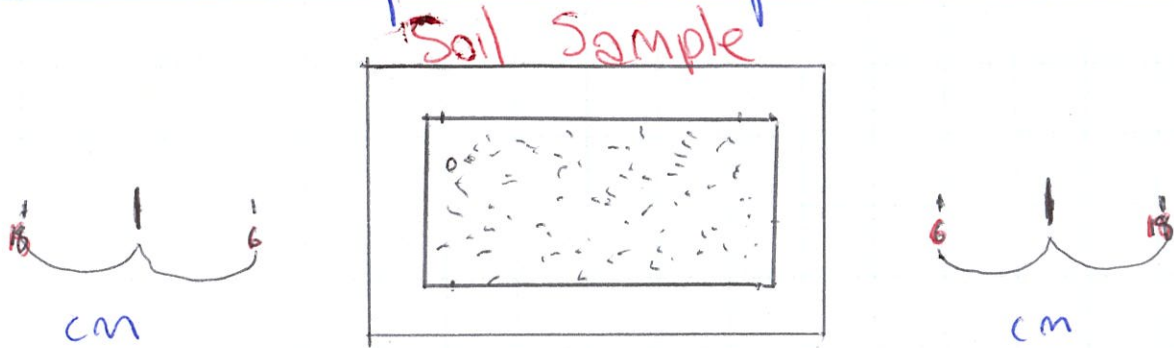
Coding My-Block for My Move Attachment

This program moves our attachments up, down, left, and right.



SESSION: 25 August, 2020

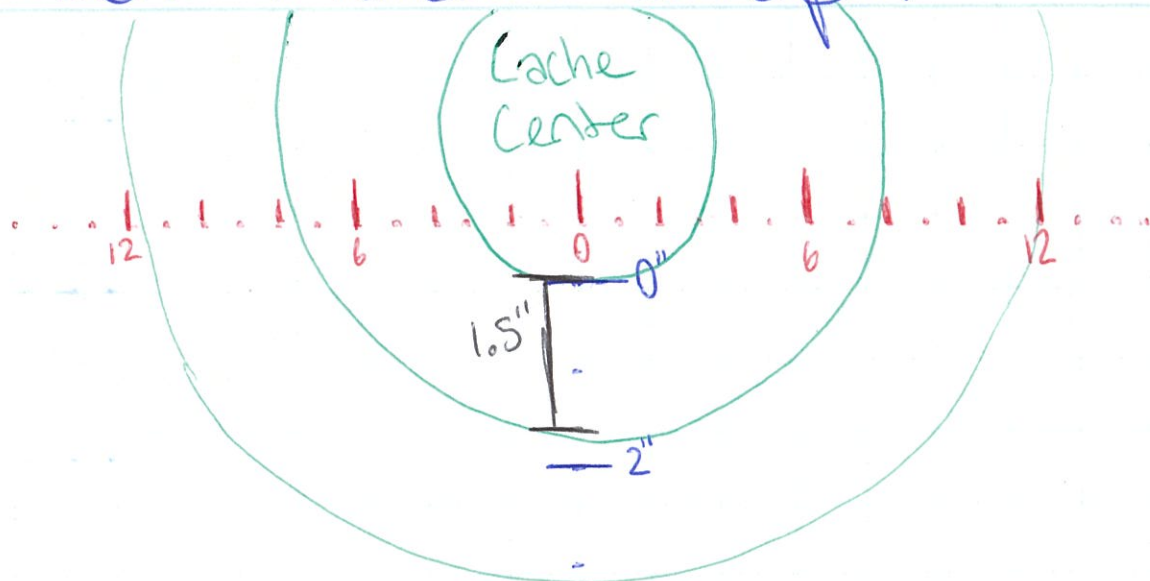
Soil Sample Graph



- 1
 - 2
 - 3
 - 4
 - 5
- inches

SESSION: 23 August, 2020

Cache Distance Graph



4"

6"

8"

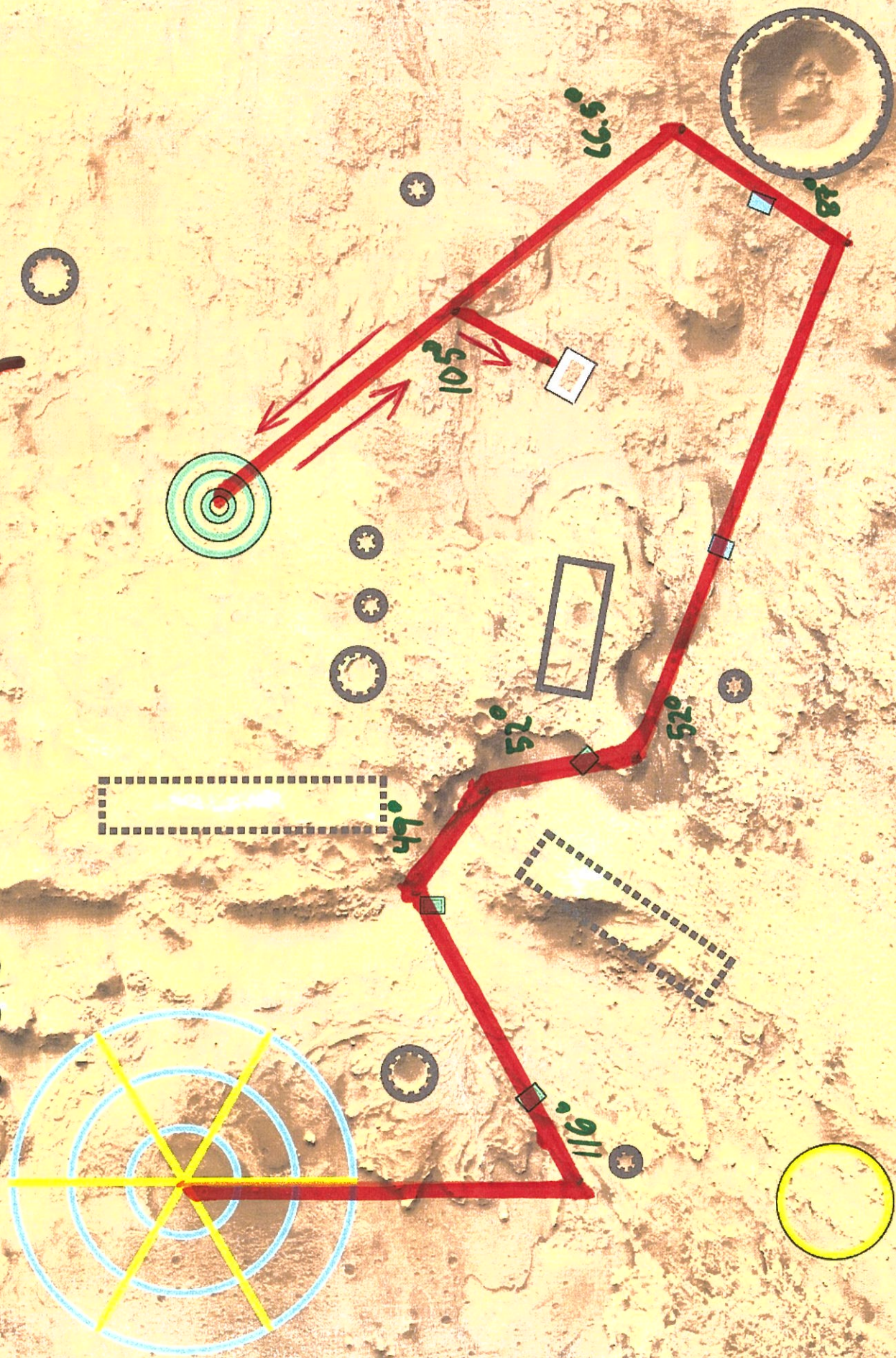
Wedge attachment
on front of
Rover4in
probe

18cm

3.5"

22cm

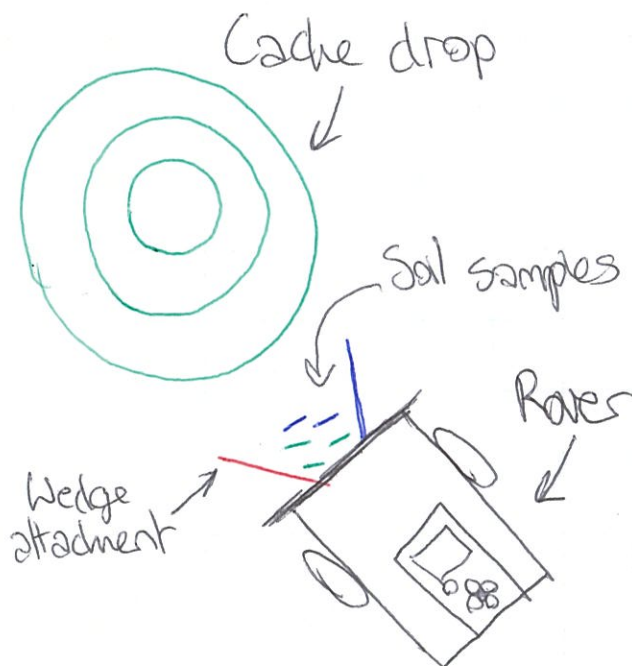
Mission Plan Map



SESSION: 25 August, 2020

Cache Distance Graph

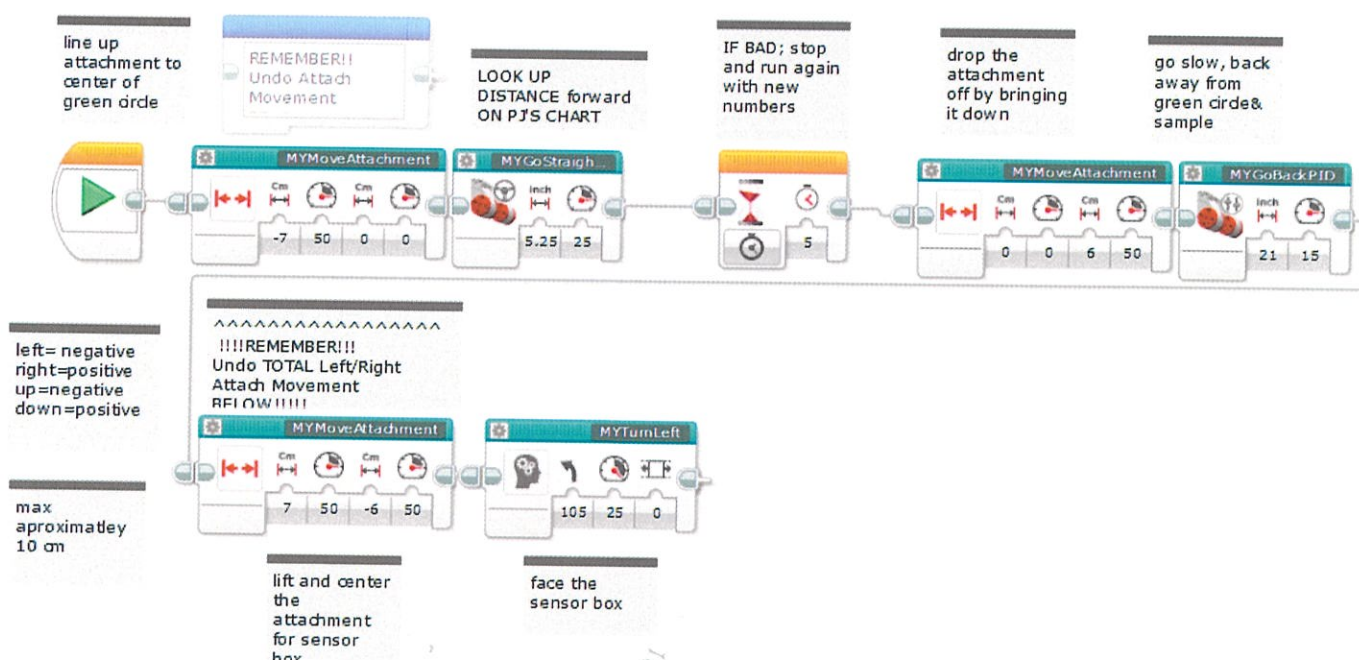
To line up our dual rack attachment for maximum points I created a graph which allowed us to estimate errors forward, backward, left and right and fix them. I drew a diagram and put measurements to see how the attachment could line up with the samples in the center of the cache.



SESSION :

Example EV3 Program: Cache Drop

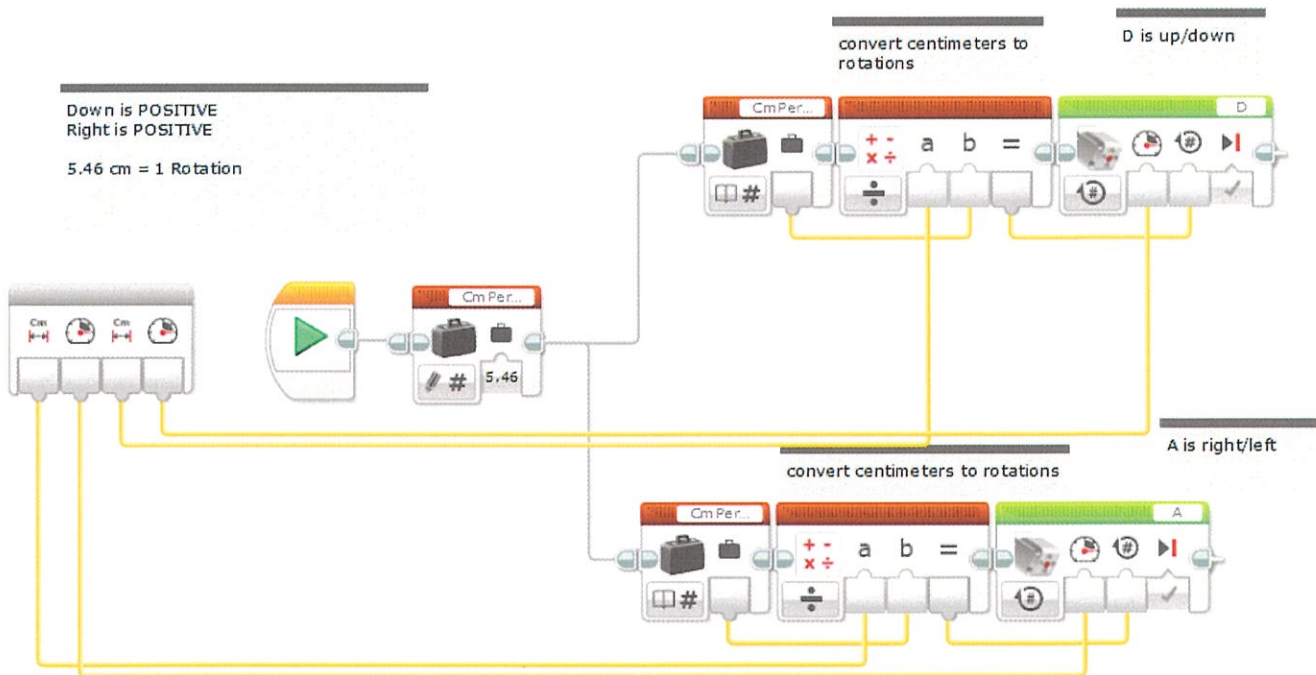
This is the code for our Cashedrop Program. This program is for lining up Wall-E with the green circles at the cache drop, dropping off the samples, and going to the soil samples.



SESSION :

Example EV3 Program: MyMoveAttachment

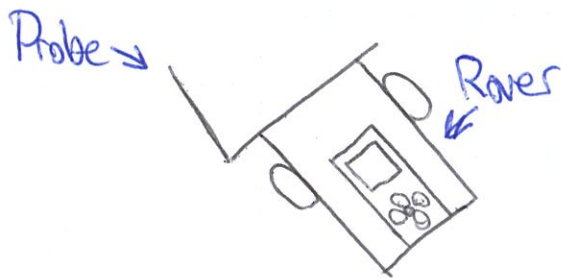
This is the code for our MyMoveAttachment program. This program is a my-block for moving our front attachment, Walt-E, up, down, left, and right. We measure it in centimeters.



SESSION: 25 August, 2020

Soil Sample Graph

To line up our probe, imitated moisture detector, we use our dual rack system as well as a graph. With the graph I made we can get the probe into the center of the soil sample.



SESSION: 22 February, 2020

PJ

- Today we ran the code that we had so far

- we put up blockers where the mountains are and realized that our attachment hit them
- we also need to fix our code when getting the farthest blue because ~~we hit~~ the attachment hits the big crater
- it turns the samples escape from our attachment so we need to make the pins on the end longer
- we also have to remember to reset the gyro after every 5 runs because it was really off sometimes or spin in circles randomly

February 23, 2020

- we tried making new prototype attach to the front of our rover and we made one that works better than the first one

February 23, 2020

Sophia Misley

SESSION:

Cache + Drop

Sensor Box

• The things we need to do to drop off samples:

- ① slide front attachment to the right/left
- ② go forward
- ③ bring front attachment down to drop it off

• To put 'sensor' in ~~the~~ sensor box:

- ① Go backwards
- ② lift and center
- 3 ③ Do left turn to face box
- 4 ④ Go forward to sensor box line up
- 5 ⑤ move attachment left or right to ~~center~~ sensor to sensor box
- ⑥ lower sensor into box

~

SESSION: 28, February 2020

Cache Distance Calculator

- when our robot drops the samples sometimes it can get off
 - we need a quick, easy, accurate way to get the samples close to the center

-first, we can experiments

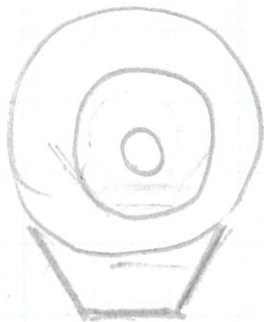
Circle diameters:

Big: 9 inches - 33cm

Middle: 6 inches - 15cm

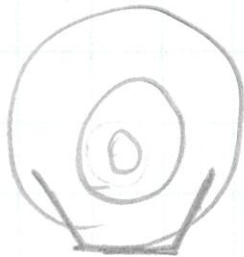
Small: 3 inches - 7.5cm

Test 1:



if it is here it
needs to go 4.5
more inches

Test 2:



if it is here it
needs to go 2.5
more inches

SESSION: 28, February 2020

Cache Distance Calculator

Test 3:



if here go
10 cm to
the left
(max)

- then I drew a graph to easily see what I need to move with certain outcomes

Cache box:



-ily h
2/12/19

SESSION: Soil Scooper Attachment Test

1. Identify the problem - we need an attachment that can collect the soil to drop off at the cash.

2. Explore - we brainstormed about different ideas including scoops, ramps and a pushing device.

3. Design - we all had different ideas we wanted to try so each of us got some legos and started to build an example of the ideas we thought of and seeing what they turned out like.

4. Create - started building and putting our ideas together using all different types of legos.

5. Try it Out - we set samples on the ground and moved our samples like a robot to see how they worked.

6. Make it Better - we looked at all the models seeing which worked the best and started modifying it.

Peyton Nov 6, 2019

SESSION:

What we did today

- watched how to make the robot go straight.
 - Set up map
 - Talked about how to make it start at the same place.
 - Peyton & Sophia making a statement to complete the bat & drone mission.
 - Pahlychai & PJ found out that when the bot goes down it shudders but when it goes up it's really smooth. They figured out it was being pulled so they put a spacer between the track that goes up & down now it runs a lot smoother.
- (Robot)

Go to next side →

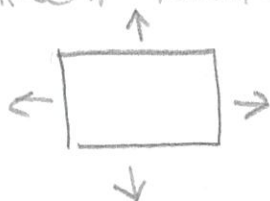
SESSION:

11/5/19

- First today we started to program but couldn't transport a myblock to a different file.
- We started figuring out attachments to do the traffic jam, swing, and the bat and drone.
- We also figured out kind of what we want to do to get the crane to move the right distance
- Pahlychai and Peyton studied distances we needed to go and other, (see attached sheet!)

SESSION: October 1, 2019

- Today as a warmup, we worked with gears
 - how to line up gears and get the two on the end spinning opposite (or the same) directions
- We also worked on simple machines
 - seeing if we knew them all
 - memorizing them if we didn't
- As an idea for our front attachment we worked with rakes and gears
 - our attachment needs to go:



- we watched a super cool video about a building that was 3D printed with cement
- we also watched a video about modular construction where they make a ton of these little houses at an affordable price for small families

SESSION :

Today we started off ^{make up a short story and} ~~making~~ telling stories about what superpowers that we could have and what'd we do with them. One of the super powers was really weird like being able to see the molecular structure of plants. Then we rewatched a very cool lego video and started building prototypes of their ideas. We were brainstorming ideas on how to use a rack and gears on the rack.

These pieces slide into THE BIG RACK and slide back and forth moving up and down/left and right

ENGINEERING NOTEBOOK
by Legos stick
the holes, keeping it together.

SESSION:

10/17/19

Testing our Robot

- Today we ran our robot for 10 rotations and it was 105 inches, so we divided by ten and we got 10.5 inches every 1 rotation

- We also tested our front attachment and for side to side: $1 \text{ cm} = 27 \text{ rotations}$
vertical = $1 \text{ cm} = .27 \text{ rotations}$

- We attached the front attachment

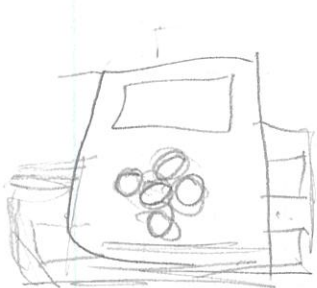
- We secured the gyro sensor with rubber connectors

SESSION:

10/18/19

- Today we tried two missions: 1st problem: we forgot ratios we calculated yesterday
- On robot attachment: 0.27 rotations = 1cm, verticle & horizontal
- Robot - 10.5 in = 1 rotation, horizontal: port A, verticle port D

Traffic Jam.



all the way down, positive



all the way to right,

positive

power



all the way to left,

negative

power



all the way up, negative

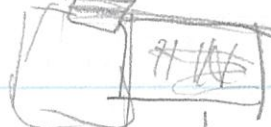
(Facing EV3)

- Traffic Jam: Lift 5.5 cm, go right 10cm attachment:



have pole sticking out

start front attachment:



start

to left

(Right when Facing EV3 upside down)

(Facing EV3 upside down)

October 22nd, 2019 See attached Note for extra info →

- SESSION:**
- Highlights: • Setting up mat
 - Figuring out building scoring
 - Research for project

Today we got out our FLL mat and placed all of the buildings on it. We maneuvered our bot around and tried to figure out how we'd complete all the missions. We're thinking that the steel construction might be the hardest, pulling it up and maneuvering our big bot there might be hard.

We had a building points discussion, and we looked at the rules and devised ways to get the most points out of our building structures. Bridging structures are good for the outside, but not in circles because you get less points.

Our project is going to be about the moon. We want to have living on the moon. Building homes on the moon is our goal, 3D printed ones. We watched some videos about 3-D printed houses on Mars/Moon and it's pretty cool. (Look at notes for further reference). We need to research this more and study the core rules (again).!

our bot



front



Back



Side



SESSION: October 29, 2019

Problem:

-robot would shimmy back and forth and wasn't going very straight

Problem solving:

1.) unplug and replug in the Gyro and calibrate
 • still shimmed, didn't solve problem

2.) trade the caster wheel because it was really ruff

• still shimmed but not as much, still didn't completely solve the problem

3.) trade wheels with another robot to see if that was the problem

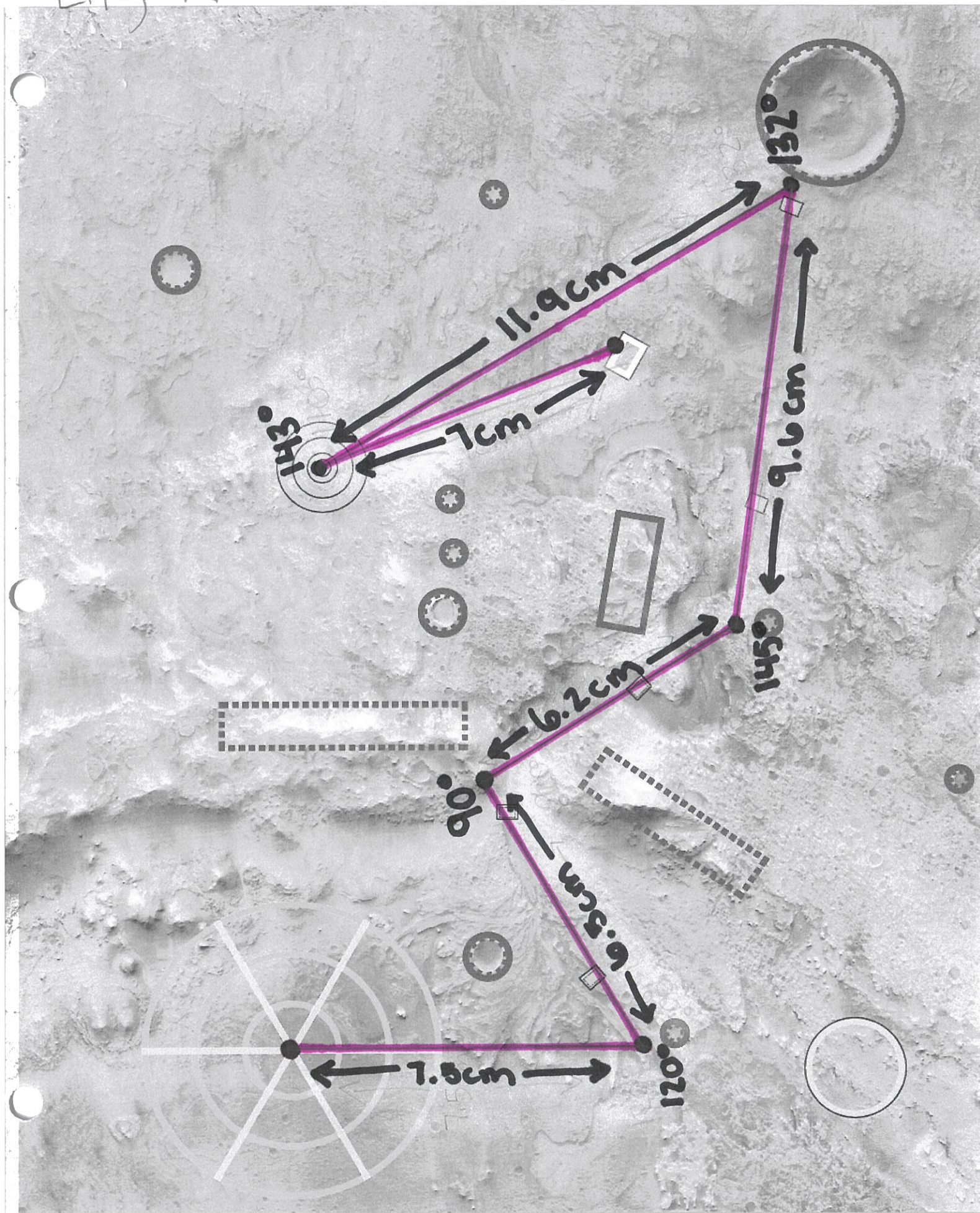
• only slightly shimmed, problem was pretty much solved

At First:  Constant shimmy

After problem solving:  occasional twitch in direction

Lily K

1-22-19

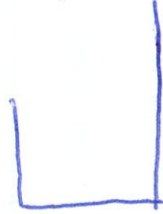


SESSION: February 19, 2020

Attachment Tests

Ariana's attachment looked like this:

- it didn't have a big enough error margin



- the ledge was helpful for left turns

Pahlychka's attachment:

- on turns the samples would fly out



- big error margin

We worked off of Pahlychka's attachment and then it looked like this:

still has a wide/big error margin

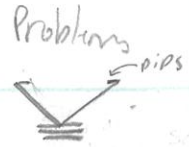


the little ledge keeps the samples in on turns

the samples can now rest on the back of the attachment

SESSION:

From bot left wheel axle on
right of yellow line



Measure of mat plan:

1. Go forward $23\frac{1}{2}$ inches

2.) ~~pivot~~ turn left 120°

3.) Go forward $23\frac{1}{2}$ inches

4.) 60° turn pivot right

5.) Go forward 13 inch

6.) 55° Pivot turn right

Phylachii's attachment
- 3' design allows soils to
be hooked & left "em
fly out.

February 19, 2020

Sophia Misley

SESSION:

Moisture Sensor Prototypes

- We need a "moisture sensor" model to go on our robot for the missions

• My idea:



SESSION: January 22, 2020

Rover Mission Plan

1. drive straight 7.7cm
2. turn left 120 degrees
3. drive straight 5.9cm
4. turn right 72 degrees
5. drive straight 8.9cm
6. turn left 35 degrees
7. drive straight 6.3cm
8. turn left 123 degrees
9. drive straight 12cm
10. drive backwards 6.2cm
11. turn left 120 degrees
12. drive straight 0.8cm
13. test soil for moisture
14. turn right 90 degrees
15. drive straight 2.9cm
16. turn left 20 degrees
17. drive straight 8.5cm
18. turn right 40 degrees
19. drive straight 6.3cm

SESSION: Rover mission plan

1. forward 7.5 centimeters
2. turn left 120°
3. go forward 6.5 centimeters
4. turn right 90°
5. go forward 6.2 centimeters
6. turn left 145°
7. go straight 9.6 centimeters
8. turn left 132°
9. go straight 11.9 centimeters
10. turn left 143°
11. go straight 7 centimeters

- all left turns except for 1
- only 5 total turns
- miss craters

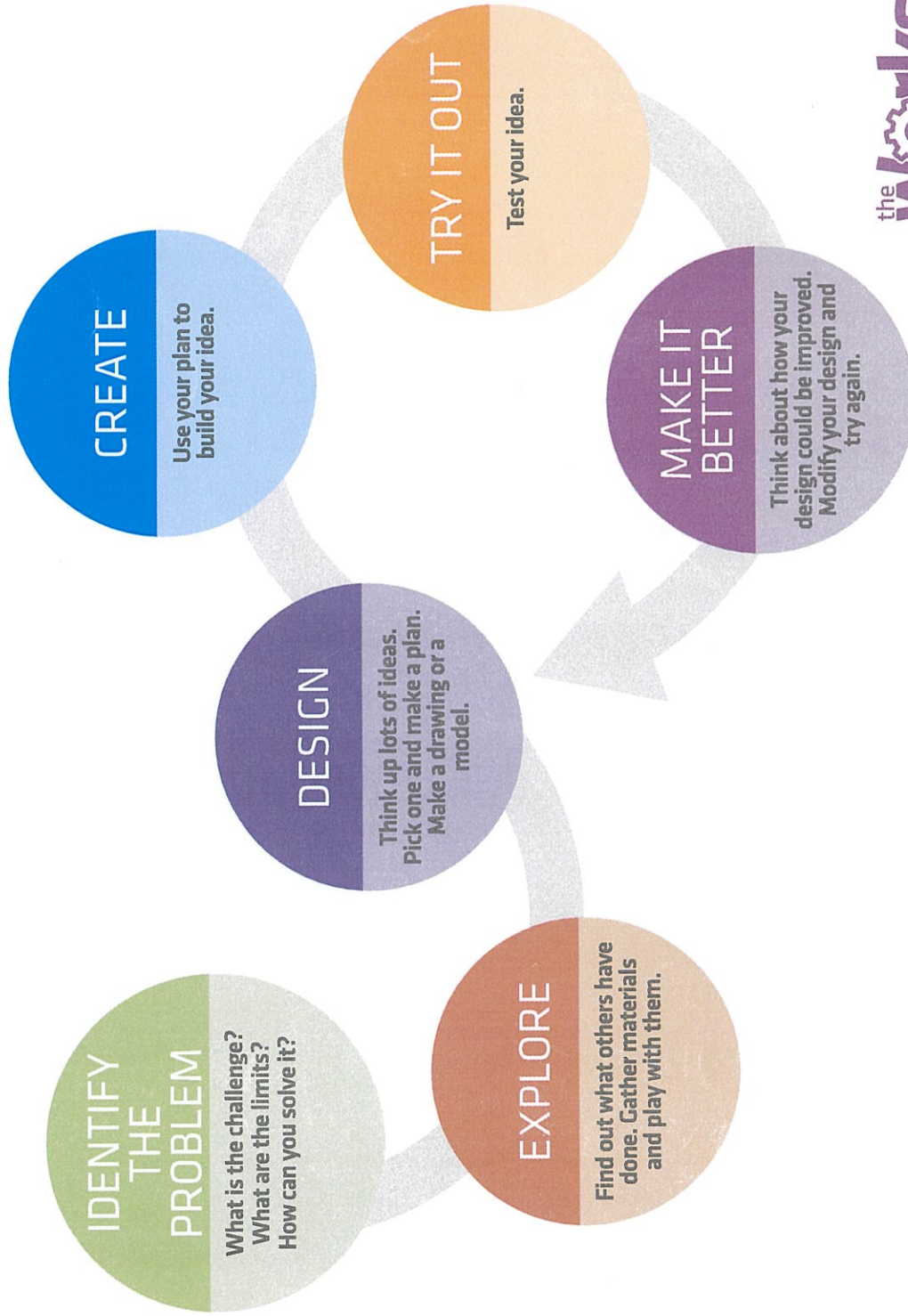
SESSION: 1/31/20

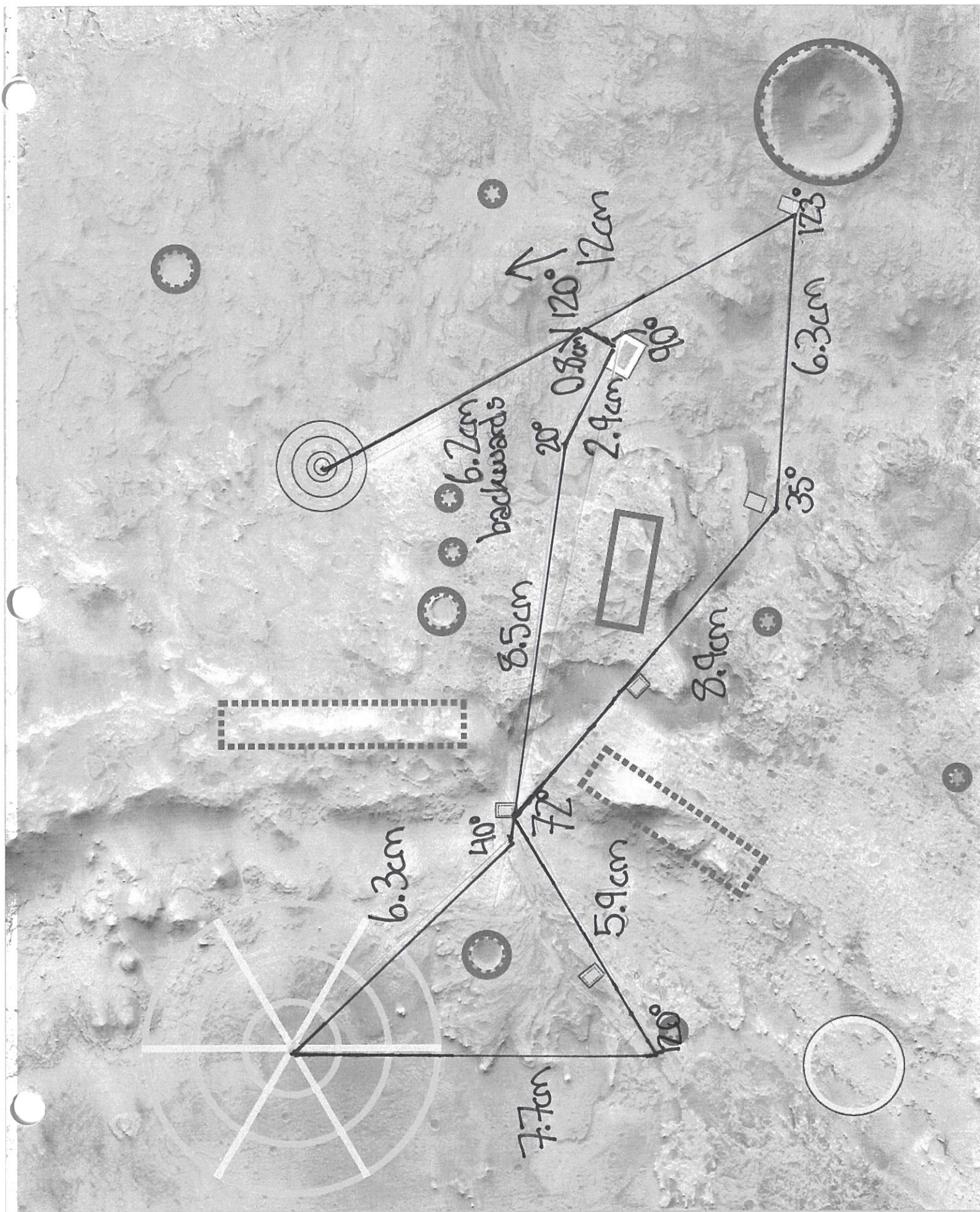
Today we found the measurements on the board. We already mapped out our idea of how to navigate our way across the board.

We figured out that one centimeter on our paper diagram equals 4.65 inches on the real mat.

We played a mission based on our calculations and it took around 40 seconds in all three of our runs.

ENGINEERING DESIGN PROCESS





SESSION: January 22, 2020

Summary of Activities

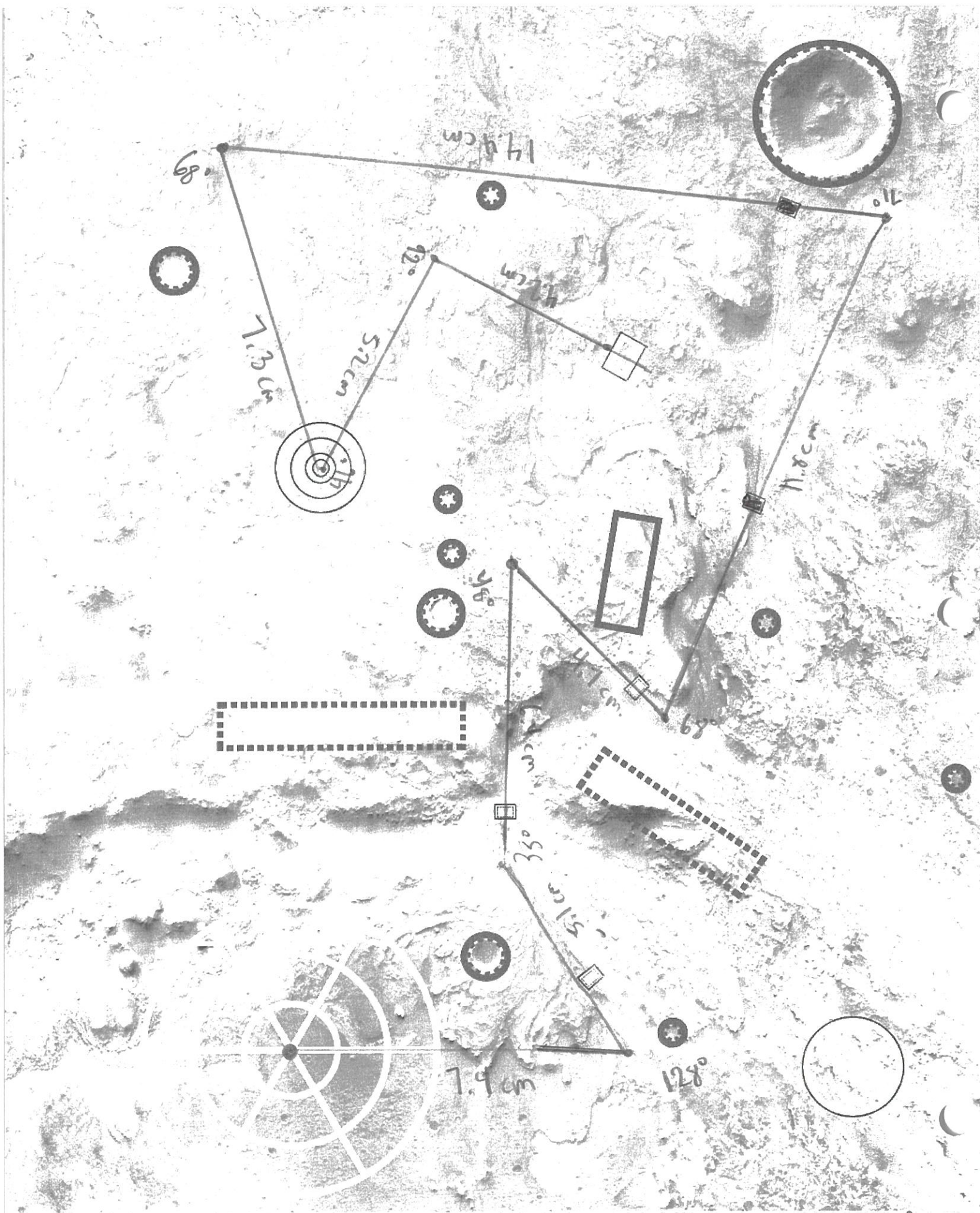
- Today we all mapped out a different path around the board
- We wrote down how to do a mission with our idea with turns but only centimeters instead of inches or feet
- Lily finished one of our iMovies for our Social Media post
- We all graphed our data from our experiments
 - crater information
 - water in soil

SESSION: Rover Mission Plan

- 1.) Go straight 7.4 cm
- 2.) Turn 128° left
- 3.) Go straight 5.1 cm
- 4.) Turn 35° right
- 5.) Go straight 6.4 cm
- 6.) Turn 48° right
- 7.) Go straight for 4.7 cm
- 8.) Turn 68° left
- 9.) Go straight 11.8 cm
- 10.) Turn 71° left
- 11.) Go straight 14.4 cm
- 12.) Turn left 68°
- 13.) Go straight 7.3 cm
- 14.) Turn 46° left
- 15.) Go straight 5.2 cm
- 16.) Turn right 92°
- 17.) Go straight 4.2 cm
- 18.) End. Stop.

I don't think the angles are right. They are estimated

I did not take into account that we would have to go backwards after dropping off the samples.



Ariana N. 1-22-20

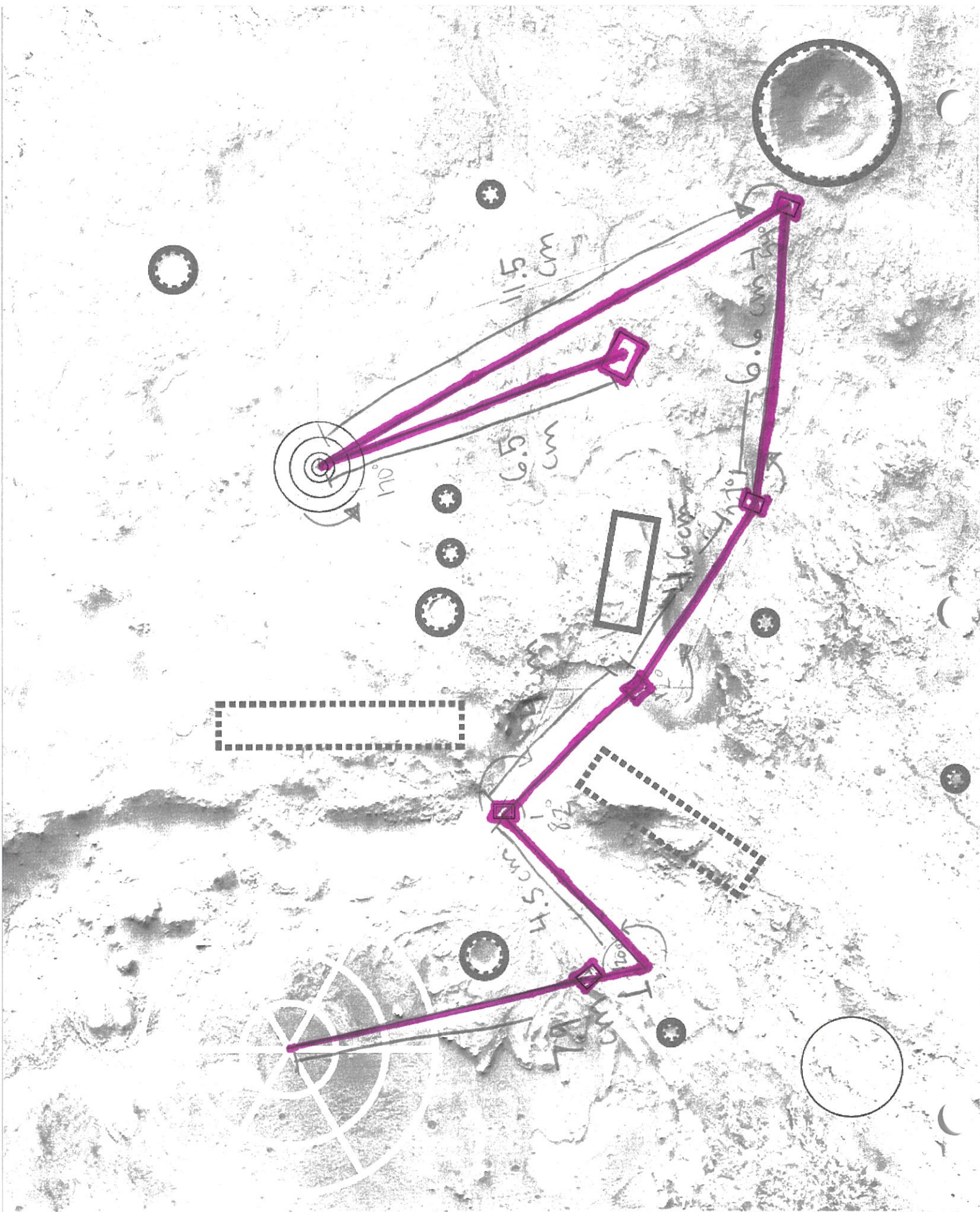
SESSION: Rover Mission Plan

1. forward 7.9 cm
2. turn 120° left
3. forward 4.5 cm
4. turn right 82°
5. forward 4 cm
6. turn left 12°
7. forward 4.6 cm
8. turn left 27°
9. forward 6.6 cm
10. turn left 54°
11. forward 11.5 cm
12. turn left 170°
13. forward 6.5 cm

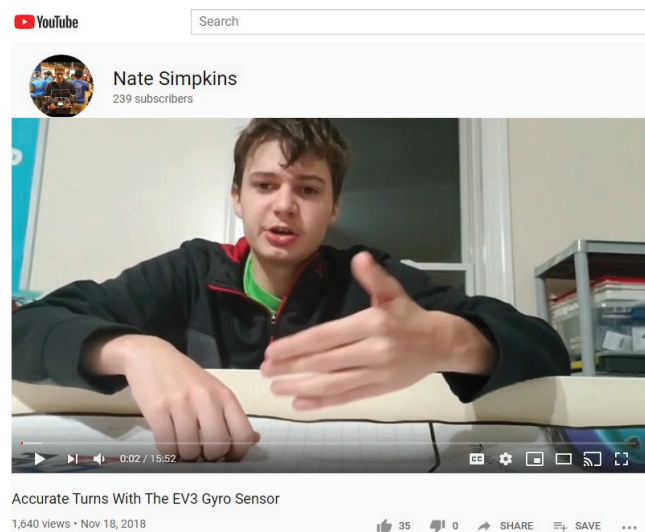
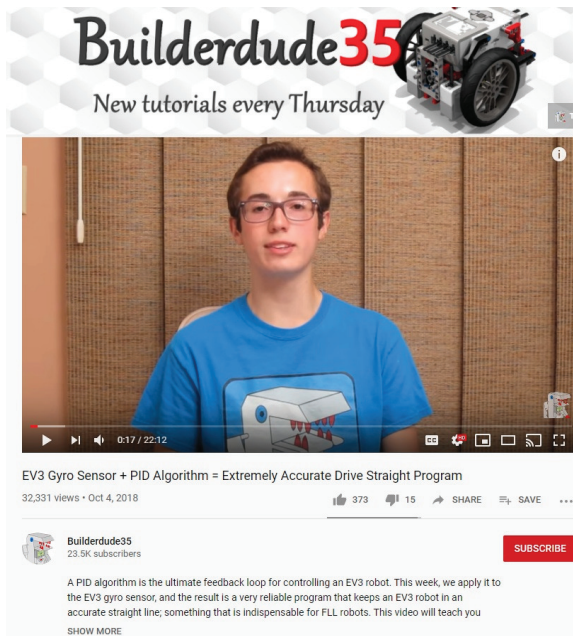
I don't think
I measured
the angles
correctly. They
were estimated.

- 6 turns
- 2 turns greater than 100°
- all turns are left except for 1 right turn

AR - 1



References



Tools



- Paint Shop Pro



- Google Docs



- iMovie



- LEGO Mindstorms EV3

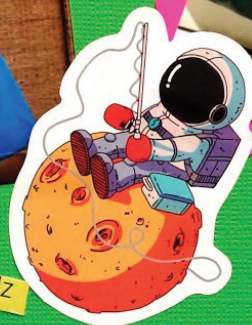
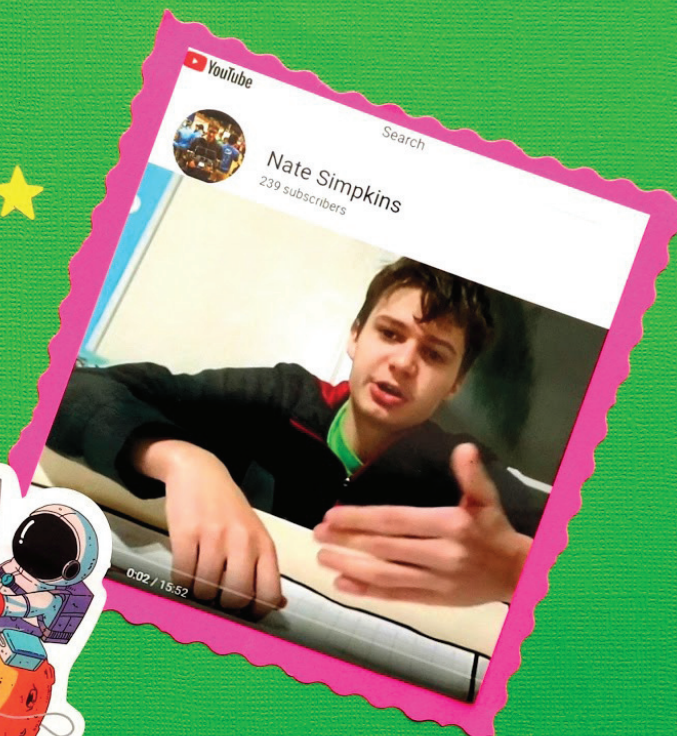
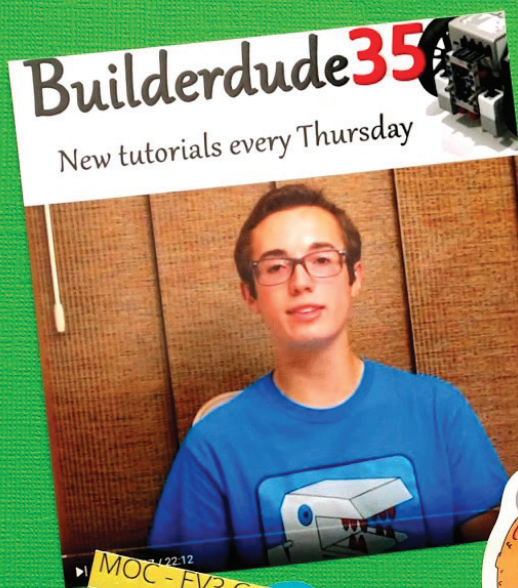
Software



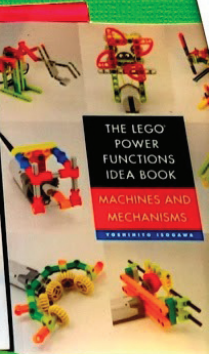
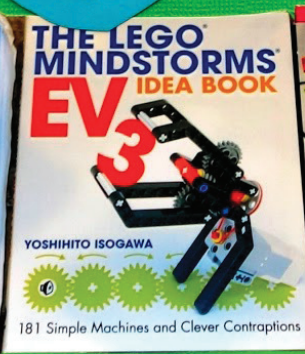
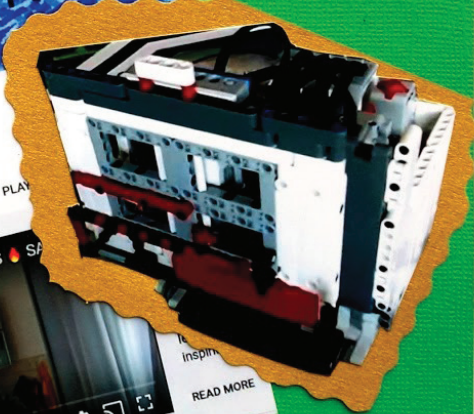
- iPhone Cameras

Scrapbook: References

REFERENCES

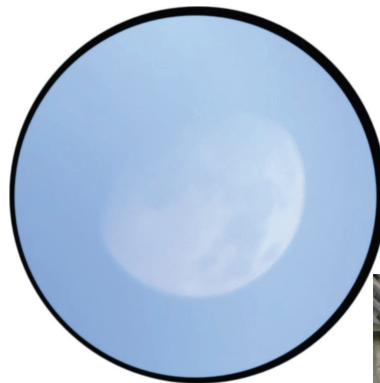


MOC - EV3 Grabber by Only4Girlz





Bonus Projects



Rocketry



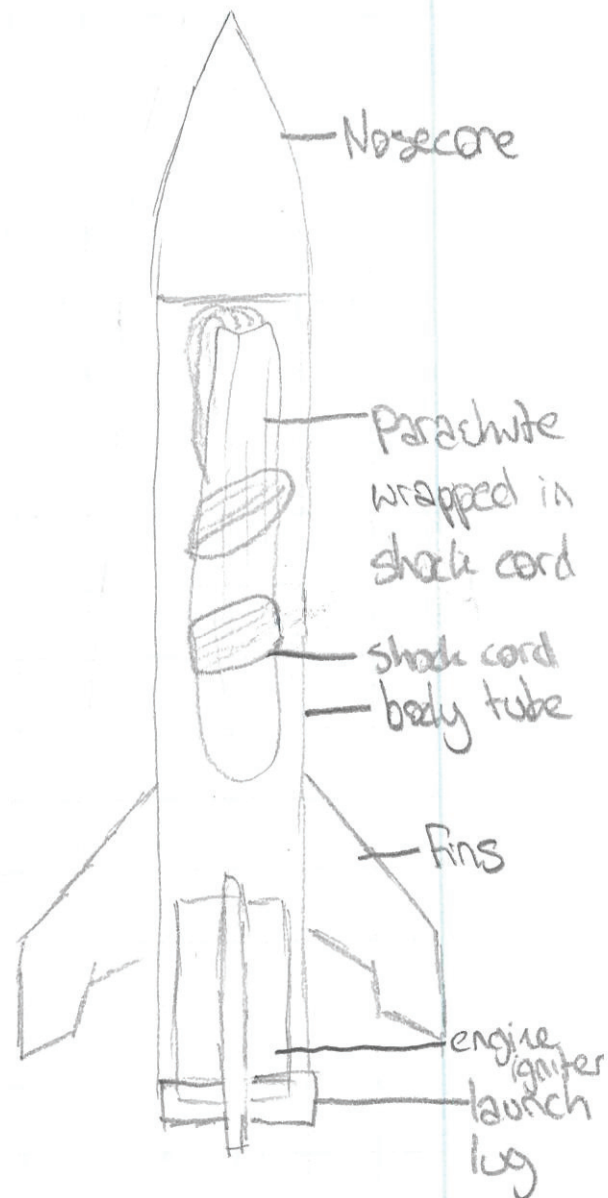
Rocketry



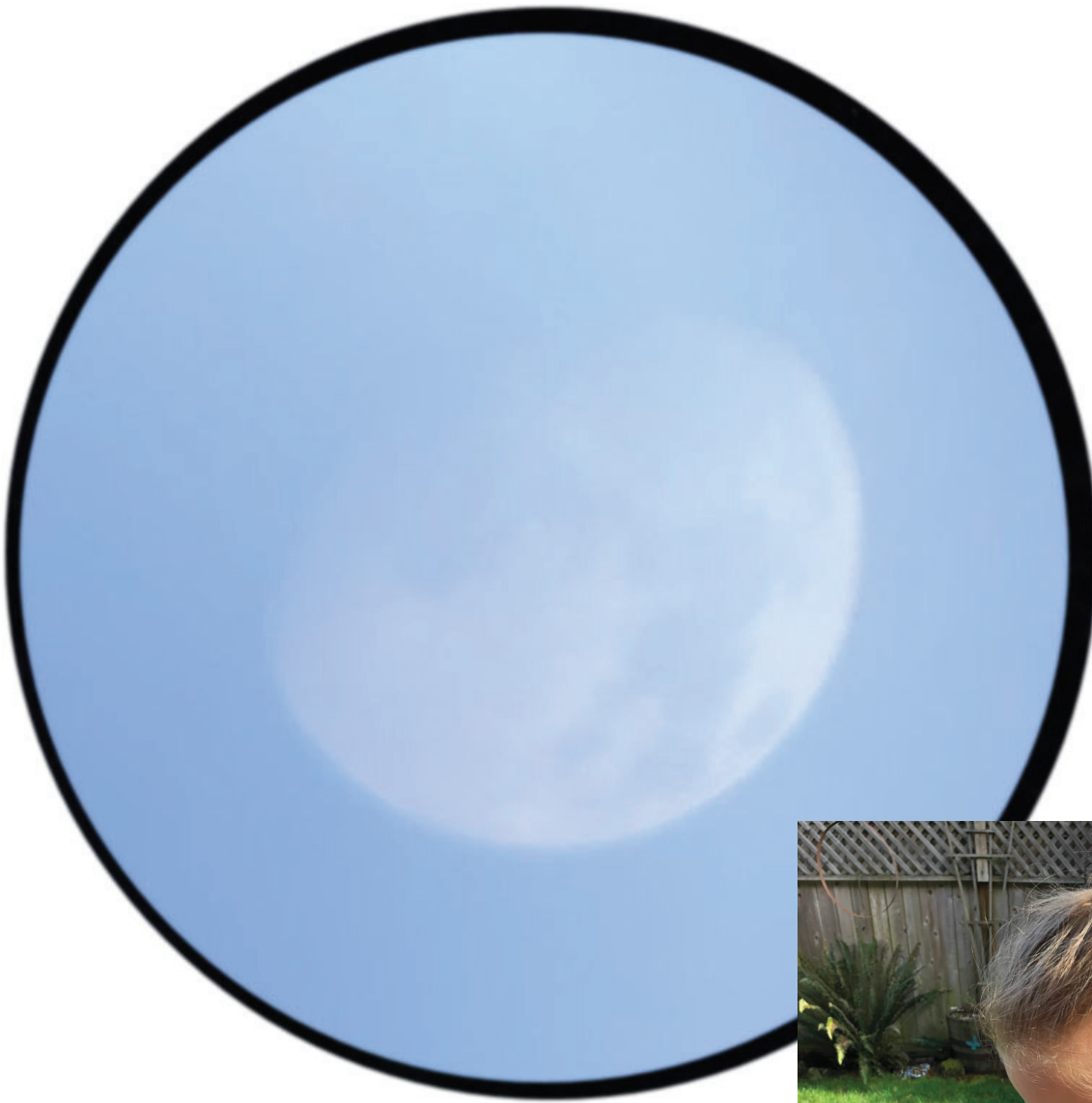
SESSION: 2 September, 2020

Model Rocket

Today we launched a model rocket to better understand how NASA got probes into space. Things we had to be careful of were making sure the batteries had power, making sure the clips didn't touch, we had to wrap the parachute correctly and we had to do it on a day that wasn't windy. Once we set off the rocket it started to accelerate for powered flight, then it would coast until it reached peak altitude and the parachute ejection charge set off. The parachute was deployed and it came down and we retrieved it. We launched it a total of three times.



Telescope



We learned about different size eye pieces, types of telescopes, (dobson telescopes) and lunar craters!



Scrapbooking:



Scrapbook: Teamwork

