Building a Strong Project Team

Summary

A mission patch is an important symbol of any NASA mission, reflecting the team, the object of study, the spacecraft, the mission goals, or a combination! How will you represent your Artemis ROADS mission and crew with imagery?

Materials Needed	Resources from Companion Course Lesson 2:
• Art supplies if creating the mission patch by hand. • OR a computer and art or graphic design software if creating the patch digitally.	• Engage Section: Prompts to help students explore the shapes and images that are significant to them. • Explore Section: Slides and links with examples and explanations of mission patches from NASA and NESSP to inspire students.
	Additional Resources:
	• Local and Cultural Art Forms to Inspire Your Mission Patch (MO-2)

Getting up to Speed

Since 1965, NASA teams have been working together to design patches for their missions. These patches usually show the mission's name and number, the names of the crew members, and pictures that represent something important about the mission or the team. Creating these patches helps the team feel united and gives them something to remember their mission by forever.

To learn more about NASA mission patches, check out the resources in the Getting up to Speed with Artemis document.

Mission Guidance

Teams are encouraged to get creative and design a mission patch representing themselves, their community, and their mission in the Artemis ROADS III Challenge. The Companion Course has resources that can help teams identify and incorporate images and text that are relevant to both the mission and to themselves and their community. Use the format (drawing, computer graphic, hand-crafted) that works best for you.

> Looking for inspiration based on your local culture or traditions? Check out this Padlet of local and traditional art forms!
> https://padlet.com/parrar2/inspiringart

Deliverables

As they work, teams should keep track of their results in their Science and Engineering Notebooks (SEN). At the end of the Challenge teams will be asked to submit a Mission Development Log (MDL) to NESSP that shows how the students worked through the Mission Objective and summarizes their results. NESSP provides a Mission Development Log Template to help guide what teams should include in their MDL. Please see MO-1 for guidelines on the format and length of the MDL.

MO-2 What must be in your Mission Development Log (MDL)?

Every MDL must include:
- An image of the patch
  - Please submit a clear photograph of hand-drawn or other hand-crafted mission patch in jpg or png format.
  - Computer-generated mission patches should be no smaller than 500 x 500 pixels.
- At least one paragraph describing the mission patch, addressing the following questions:
  - What is your team's name and why did you choose it?
  - Why did you choose the images and words that you chose?
  - How does the design represent the mission?
  - How does the design represent the team and/or the team's community?

NOTE: Mission patches submitted to NESSP and/or social media cannot include copyrighted materials or likenesses of individuals without their consent. The use of copyrighted images may prevent NESSP from posting the team's mission patch on social media or other material.