EO C240.02 – INVENT A COMMUNICATION SYSTEM FOR SPACE

1. **Performance**: Invent a Communication System for Space

2. **Conditions**:

   a. Given:

      (1) Message cue cards;

      (2) Supervision; and

      (3) Assistance as required.

   b. Denied: N/A.

   c. Environmental: Suitable classroom facilities or training area large enough to accommodate the entire group.

3. **Standard**: In accordance with *Two-way Radio Communication Failure*, and in groups of no more than four, the cadets shall invent a communication system for space.

4. **Teaching Points**:

TP	Description	Method	Time	Refs
TP1	Explain that astronauts use radio communication while in space to communicate with other astronauts and ground control.	Interactive Lecture	5 min	C3-135
TP2	Conduct an activity where cadets invent a communication system for space, to include: a. a system that does not require speech; and b. a system that does not allow for written words.	In-Class Activity	40 min	
TP3	Conduct a group discussion where cadets share their communication system invention with the entire group.	Group Discussion	10 min	

5. **Time**:

   a. Introduction / Conclusion: 5 min

   b. Interactive Lecture: 5 min

   c. In-Class Activity: 40 min

   d. Group Discussion: 10 min

   e. Total: 60 min

6. **Substantiation**:

   a. An interactive lecture was chosen for TP1 to orient the cadets to space communication, to give an overview of it and to generate interest in the subject.

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b. An in-class activity was chosen for TP2 as it is an interactive way to present the content and stimulate an interest among cadets.

c. A group discussion was chosen for TP3 as it allows the cadets to interact with their peers and share their knowledge, experience, opinions and feelings about space communication.

7. **References**: C3-135 Virtual Skies. (2007). *Two-way Radio Communication Failure (Aeronautical Information Manual Section 6.4.1).* Retrieved March 18, 2007, from http://virtualskies.arc.nasa.gov/communication/youDecide/AIM6_4_1.html.

8. **Training Aids**: Presentation aids (e.g. whiteboard/flipchart/OHP) appropriate for the classroom/training area.

9. **Learning Aids**: Message cue cards.

10. **Test Details**: N/A.

11. **Remarks**: N/A.

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