

Guide for Mission Day:

DAILY OPERATIONS MANAGER

(Adult, such as teacher/school employee who has **NOT** attended workshop)

Exception: One-on-One Aides (see below)*

Mission Simulations are an immersive, real-world experience, no two are identical.

Missions encourage:

- Critical Thinking
- Persistence
- Collaboration
- Applying Past Knowledge and Skill
- Informed Problem Solving
- Effective Communication

Since Challenger opened in spring 2004, we have welcomed thousands of Maine students who have taken part in a mission or participated in one of our outreach programs or STEM camps.

Today, you are here to watch one of our four simulated space missions. Your role as a “Daily Operations Manager” is to observe the mission. You will be in the best position to see all of the excitement that is going to transpire!

As a “Daily Operations Manager,” there are a few things that we want you to know:

1. You are here as our guest, welcome! Your role will be that of observer. You may take photos of the crew (with permission). Please, do **NOT** try to help crew members at any time. If you need to converse with other adults during the mission, please step out of the room or speak in a whisper so as not to cause any distraction.
2. If a child seems confused, please remember, the first step in learning is often confusion. Even though the crew has prepared for this experience, Challenger is a brand new environment. Be assured that all of the answers the crew will need are either in their task cards, on their computer, or in their heads. As the mission progresses, they will adjust and will have the chance to think things over, talk to their crewmates, and search for answers. They **WILL** figure out whatever they need to do, and they will leave with a “can do” attitude that will help them as they continue to take on new challenges every day.

**If you are an adult who is working in a one-on-one capacity with a member(s) of the mission crew, you are considered a member of the job team (i.e. Medical or Biology). You will provide support, but should allow crew members to work as independently as possible. Your team will be free to move at their own pace.*

AFTER READING, PLEASE LEAVE THIS DOCUMENT IN THE LOBBY.