

Crew Manifest

Date: _____ School: ____

Teacher: ______ Grade Level: _____

FOR OFFICE USE ONLY

Simulator: CH CO

Lab: RKT LIS

Planetarium: YES NO SHOW: ___

Gift Shop: YES NO

FDs: ____

COMET	Number of Students: Number of Adults:	
Team Name	Mission Control Crew	Spacecraft Crew
COM <i>Communications (2)</i>		2
NAV Navigation (min 2)	3	4
MED <i>Medical</i>	7	8
BOT <i>Robotics</i>	15	16
ROV <i>Rover</i>	5	6
(min 2)		
GEO <i>Geology</i>	11	12
BIO <i>Biology</i>	13	14
LS Life Support	9	10
WX Weather	17	18
camer		





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TIP:

To get the most out of your mission experience, it's important to place your students on teams where they will feel the highest level of success.

Assigning the Crew

- There are 9 available teams. 3 of the teams are "mission critical" and therefore, a mission cannot be flown without 2 students placed at the 4 stations. The critical teams are: COM, NAV, and ROV.
- A minimum of 8 students are needed to fly this mission. The mission can be flown with a maximum of 34 students who have specific tasks related to the mission.
- For each team, at least one student must be placed in Mission Control and one in the Spacecraft.
- Use the **numbers** on the crew manifest as a guideline for where to place your first 18; after that, you may begin to double up students at any of the stations (except COM).
- Have two (2) completed copies of the crew manifest ready to hand to the flight director who
 greets you.
- Students with **disabilities** can be partnered with a stronger student at the LS, MED, or WX stations.
- Teams with an **uneven number** of students are best accommodated at GEO or BOT, with the extra student in Mission Control at the start.
- Remember: communications, problem-solving, teamwork, and critical thinking are at the core of
 every team's responsibilities. Utilize activities from http://www.clcnwi.com/for-educators/curriculum-materials.html to help prepare your students for practice with these skills.

