# Voyage to Venus Mission

### Target Standard Algebra

- Describe, extend, and make generalizations about geometric and numeric patterns
- Represent and analyze patterns and functions using words, tables, and graphs
- Model problem situations with objects and use representations such as graphs, tables, and equations to draw conclusions

## Related Standard Representation

- Create and use representations to organize, record, and communicate mathematical ideas
- Select, apply, and translate among mathematical representations to solve problems
- Use representations to model and interpret physical, social, and mathematical phenomena

## **Prior Knowledge**

- Measurement
- Estimation to the nearest cm
- Contour maps

## **Teaching Plan**

#### Purpose

To collect, organize, and analyze data to generate a model that can be used for a possible landing site on Venus.

## **Materials**

Graph paper

Skewers

Contour maps

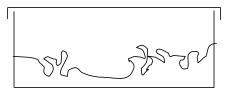
Activity Sheet: Mission: Voyage to Venus...

To be made in advance by teacher:

- Shoe boxes with simulated Venus terrain inside them using any of the following: Newspaper, cups, rocks, tape, foil, etc...
- Play dough, using flour, salt, oil, cream of tartar, food coloring, and water (recipe provided under Day 3)

## Background

The teacher should make the Venus boxes in advance. Begin by creating a simulation of the surface of Venus in the bottom of a shoebox using any handy materials. Be sure to create at least two flat areas for the students to choose as an appropriate landing site. For example:



Possible side view of inside of shoebox

Use graph paper or create a grid with coordinates on top of the shoebox. Punch holes with a small nail at the intersection of the grid lines for the entire surface of the box.

## Implementation

Cooperative teams of two are appropriate for this activity. Students should switch between the two roles of measurer and recorder.

#### Day 1

Have students use bamboo skewers to simulate radar signals bouncing off the Venusian surface. The students will poke the skewers in the pre-existing nail holes of the shoebox in a systematic way to record the elevation of the surface. Students measure and record how far the skewer goes into the box before hitting 'Venus'. *note Bbe sure students recognize that they are measuring the distance from the top of the box lid to the surface of Venus.* 

It may be helpful to create a table as follows:

| Coordinat<br>X | e Locations<br>Y | Distance on Skewer<br>(cm) |
|----------------|------------------|----------------------------|
|                |                  | (0)                        |
|                |                  |                            |
|                |                  |                            |
|                |                  |                            |
|                |                  |                            |

#### Day 2

Develop individual contour maps using the team data. Record data on graph paper. Discuss and develop the various view representations of their model. *For example: Aerial view and cross section.* 

#### Day 3

Using their data, the teams re-construct a 3-D model of the Venusian terrain using Play-Dough<sup>TM</sup>. The recipe for Play-Dough<sup>TM</sup> is as follows:

cup flour
cup salt
tablespoon oil
teaspoons cream of tartar
food coloring
cup water

Mix ingredients and cook until it forms a ball and all mushy spots are gone. Knead slightly. Store in an airtight container.

#### Day 4

Students are given a scale model to use as one parameter for determining the landing site. Other options may be to use classroom odds and ends to create a craft of their own design fitting specified dimensional requirements. For example:  $2cm \ x \ 2cm \ x \ 2c$ —like gumdrops or centimeter cubes. note ® models of Venus Pathfinder Spacecraft can be made from scissors, tape, and or glue and 8.5" by 11" paper by downloading a small file (use the 'less sharp GIF version) from <u>http://Venus3.jpl.nasa.gov:80/MPF/mpf/education/cutouts.html</u>.

#### Day 5

Using their models and their data (re-analyze), the teams now determine the landing sites based upon a model craft. The teams must defend their choices using their data and their models. *note* ® *there may be many possible sites.* A set of criteria may emerge from the students interaction and teacher guidance to determine what are acceptable locations or sites.

## Name: Mission: Voyage to Venus Landing Proposal

Your mission: To identify a landing site on Venus for your exploring spacecraft.

#### **Mission Landing Proposal**

\_\_\_\_\_

List landing coordinates and explain your choices below.

#### Choice 1:

The landing site coordinates are ( \_\_\_\_\_, \_\_\_) The surface of my first landing choice can be described as:

#### Choice 2:

The landing site coordinates are ( \_\_\_\_\_, \_\_\_) The surface of my second landing choice can be described as:

Why is choice 1 your top selection? Explain why you choice 1 is better than choice 2.

#### **Proposal Presentation**

Present your proposal to Mission Control. Include a map and/or model of the landscape of Venus that you investigated with two landing sites labeled. (Model spaceships may be used.)



An image of the surface of Venus from the Venera-9 mission, found at: http://www.seds.org/nineplanets/nineplanets/venus.html

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