



# Space 1889: Journey to the Moon



## PROGRAM DESCRIPTION

Baron von Vaderstein has discovered an alien spacecraft buried beneath the Egyptian pyramids and is now flying it to its ancient point of origin - the Moon! Her Majesty's Extraordinary Adventurers have a twin spacecraft, but have no idea how to pilot it using its alien mechanical computer brain. Join the Adventurers in the race of a lifetime to master the Mechabrain's math and logic, overtake the evil Baron, and explore the Moon first!

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## LOGISTICS, FEE & DELIVERY REQUIREMENTS

**Duration:** 3.0 hour interactive program | **Age Range:** 8-Adult | **Participants:** 10-30 | **Cost:** See Website | **Requirements:** Video Projector with HDMI port and speakers ; Document Camera with light, rotate, and zoom ; 1 large table for presenter's items ; 10 medium tables with 4 chairs each for hands-on stations ; 1.0 hour setup and breakdown times ; additional travel charges may apply.

### CORE TOPICS & GOALS

- ▲ Solve situational problems involving addition, subtraction, multiplication, and division of multi-digit numbers and fractions
- ▲ Solve situational problems for ratio and rate conversions, relationships, comparisons, and calculations
- ▲ Solve situational problems graphing points on quadrants of a coordinate plane
- ▲ Solve situational problems involving roots, square roots, cubes, and cube roots



### CORE TOPICS & GOALS

- ▲ Solve situational problems by applying simplified understanding of binary math and principles of mechanics and logic
- ▲ Follow written procedures to complete tasks related to using vintage computing machines and artifacts
- ▲ Collaborate effectively as group members who actively listen, pose thoughtful questions, openly contribute ideas, and respectfully acknowledge the ideas of others

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