



SPACE
MESSENGERS

BioSTEAM Teacher Guide



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SPACE MESSENGER WORKSHOP
Week 1: Jan 25-28
Meet & Greet

OVERVIEW

In this lesson you will prepare your students for the first day of the workshop called Meet & Greet. In the workshop they will be introduced to the Space Messengers project, meet the facilitators and get to know their team through an Avatar activity and icebreaker game.

Subjects

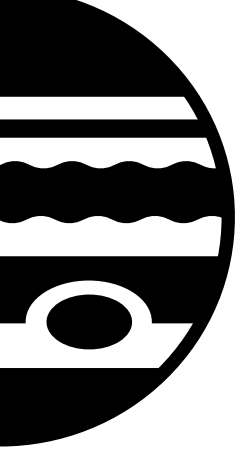
Art, science, technology, philosophy, humanities

Estimated Time

One 60 minute class period, or several class periods throughout the week.

Grade Level

6-12



ART + INTERPERSONAL ACTIVITY

One of the most important questions humans ask themselves is 'Who Am I?' Some say it is what makes us human. It's one of the questions we ask ourselves when discovering our place in the vast universe and when connecting or distinguishing ourselves from others. It is a query that will be explored in the workshop through the lens of art, science and philosophy. Through this international workshop we also explore and share who we are in relation to our community and country.

We will use this Avatar activity for students to answer basic questions about themselves to share with their new friends in Portugal/USA.

Objectives

Students will be able to:

- Explore 'Who am I?' through creative writing and art making.
- Develop curiosity and empathy towards individuals from other cultures, and practice cross cultural communication skills.
- See themselves as ambassadors representing their city and country in creative and positive ways.

Avatar: Who am I?

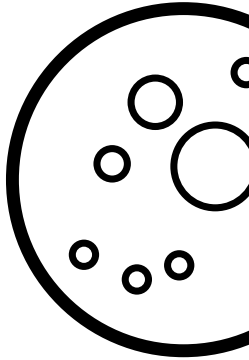
av-a-tar is the embodiment of a person or idea, often depicted as a character, cartoon or artistic rendering for an online user. Students will create an Avatar to represent themselves on the profile page of the Space Board. They will create an Avatar using one of the apps below, create their own handmade art to act as a self portrait, or use a real photo of themselves.

1. Have students download an AVATAR app from one of these selections: [Avatars](#). Save Avatar on desktop as a JPG so it is easy to access during the workshop.
2. If they choose to use the photo of themselves as the Avatar, have them save it to their desktop.
3. If they choose to do a self portrait, have them photograph and save to their desktop.



Bio: Who am I?

bi·o comes from the greek *bios* meaning 'life', and in this context is a concise biographical profile of someone. During the workshop break out rooms we will play a game called Name Tag, where each student will read their bios when called on by the previous student. Have students use the 'Who Am I?' Question Guideline below to write their personal bios which they will share during the Meet & Greet. Have them save it as a word doc on their desktop so they can read from it when they are tagged. They will also copy and paste it into their Space Board profile during the workshop. Their profile bio should be no more than 100 words. Collect all the student bios and send to us in advance of the workshop. We will create a Word Cloud from them to observe similarities and differences of the Space Messenger group as a whole.



Question Guideline

1. What is your name? (Pronounce slowly as we are hearing each others language in the name)
2. What are your interests, hobbies, pets, siblings, favorite things to do at home?
3. Where are you from? Tell us about the language or languages you speak at home, foods that you eat that are unique to your family or culture.
4. Tell us about your school, what is it like, what are your favorite subjects?
5. Tell us about your town, community or country. What would you show them if they came to visit such as tourist attractions?
6. What are your favorite things to do in your town?
7. What places would you like to visit in your own country or that you have visited that you want to recommend? A national park? A favorite city?

