Building Machines for Engagement in Science

Inspiring and Teaching Future Thinkers and Makers



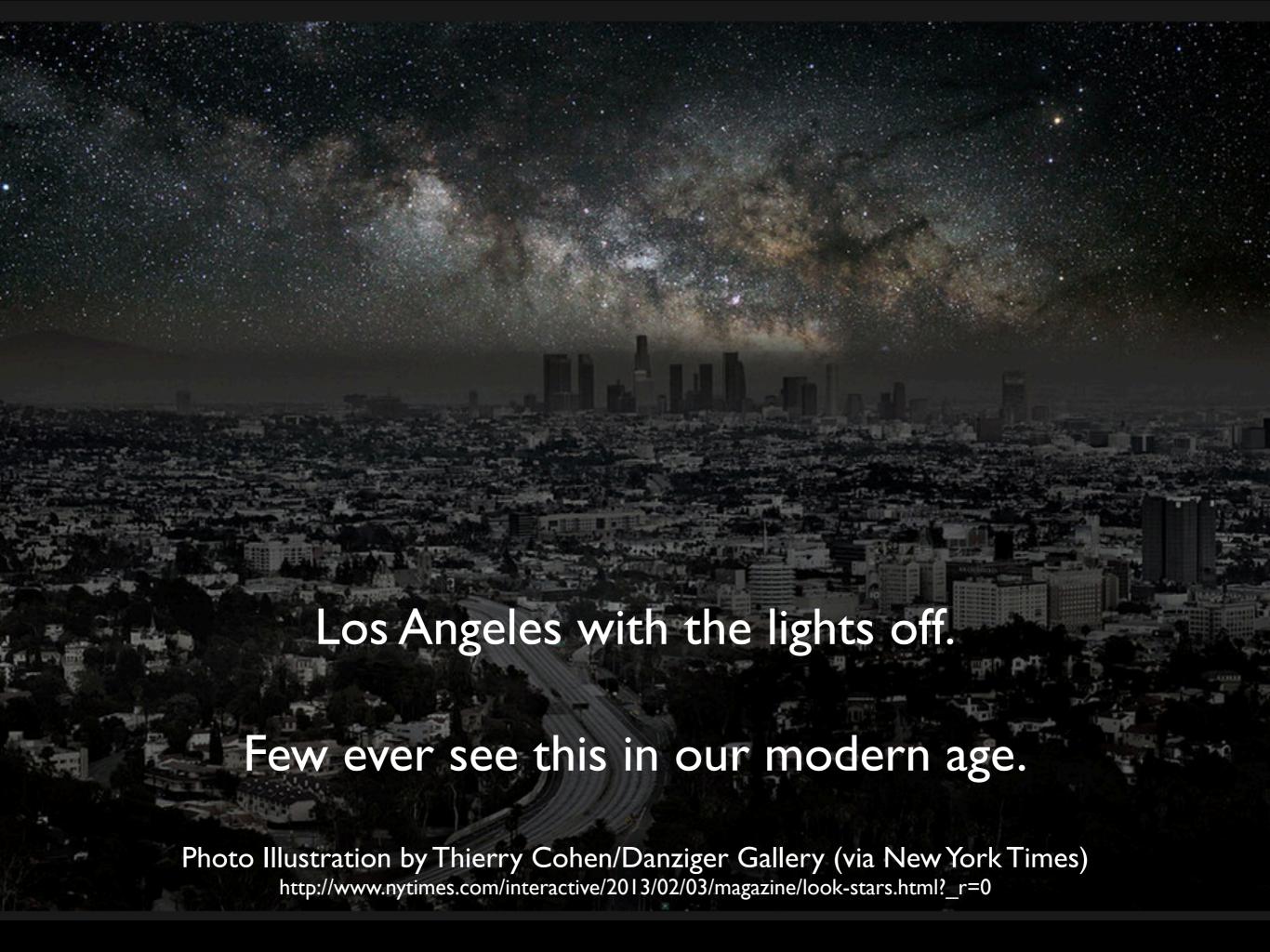
Brian Nord [FNAL]

QuarkNet and the Fermi Mars Rover System

nord@fnal.gov

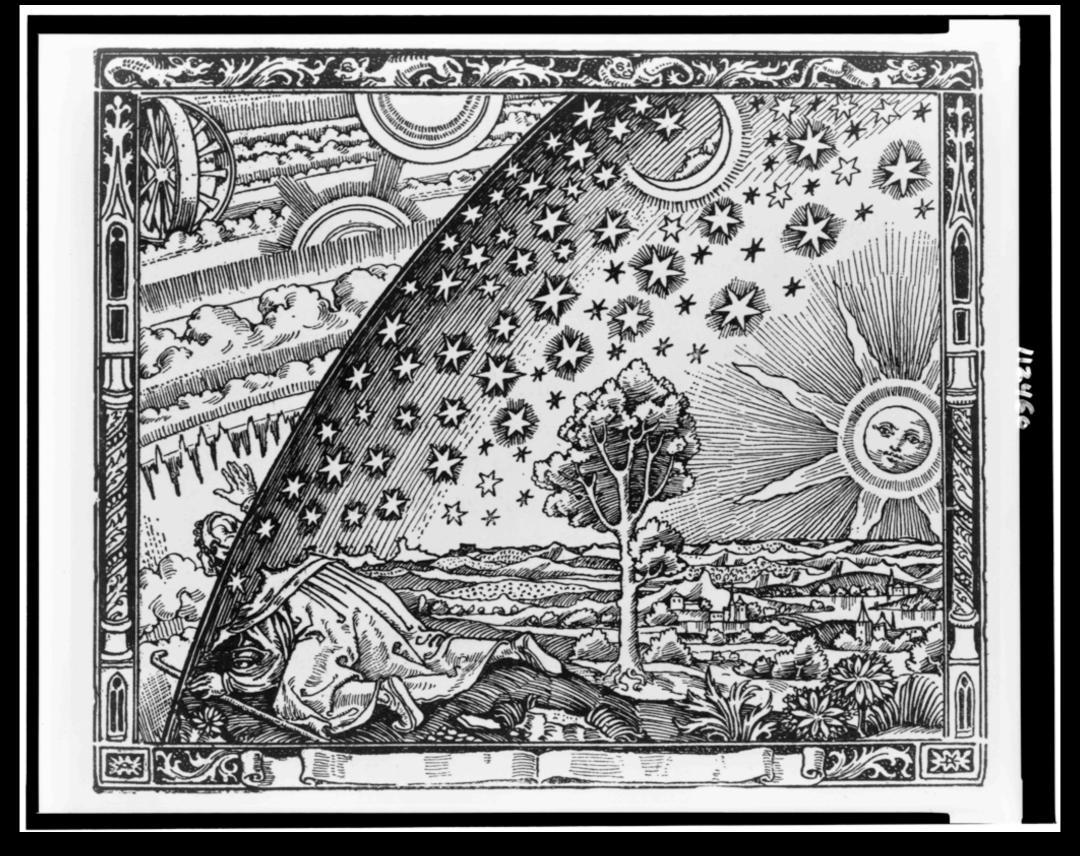






- "Eight of every 10 kids born in the United States today will never experience a sky dark enough to see the Milky Way."
 - •-- Paul Bogard via The Atlantic

Piercing the Veil and Modern Science

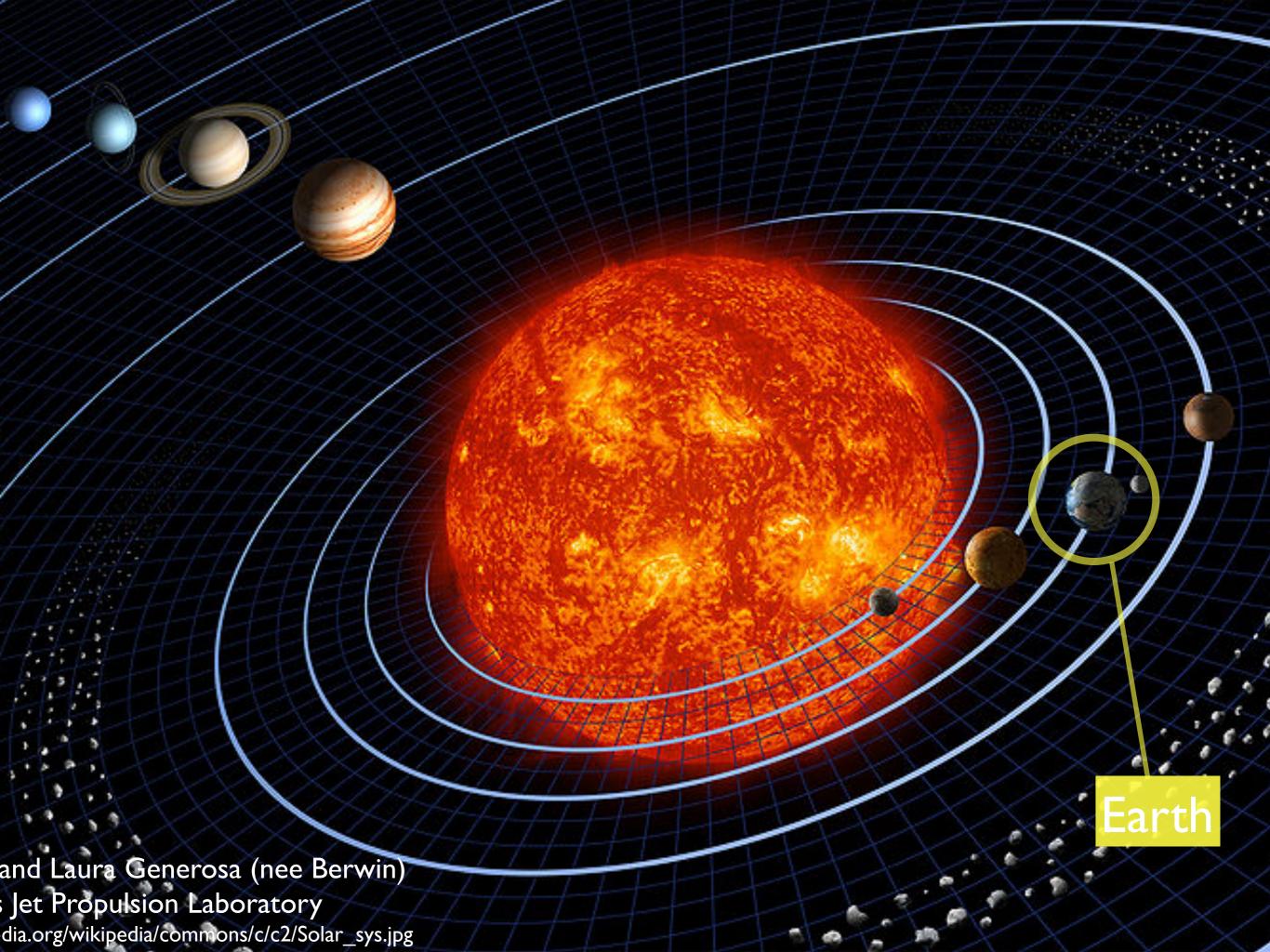




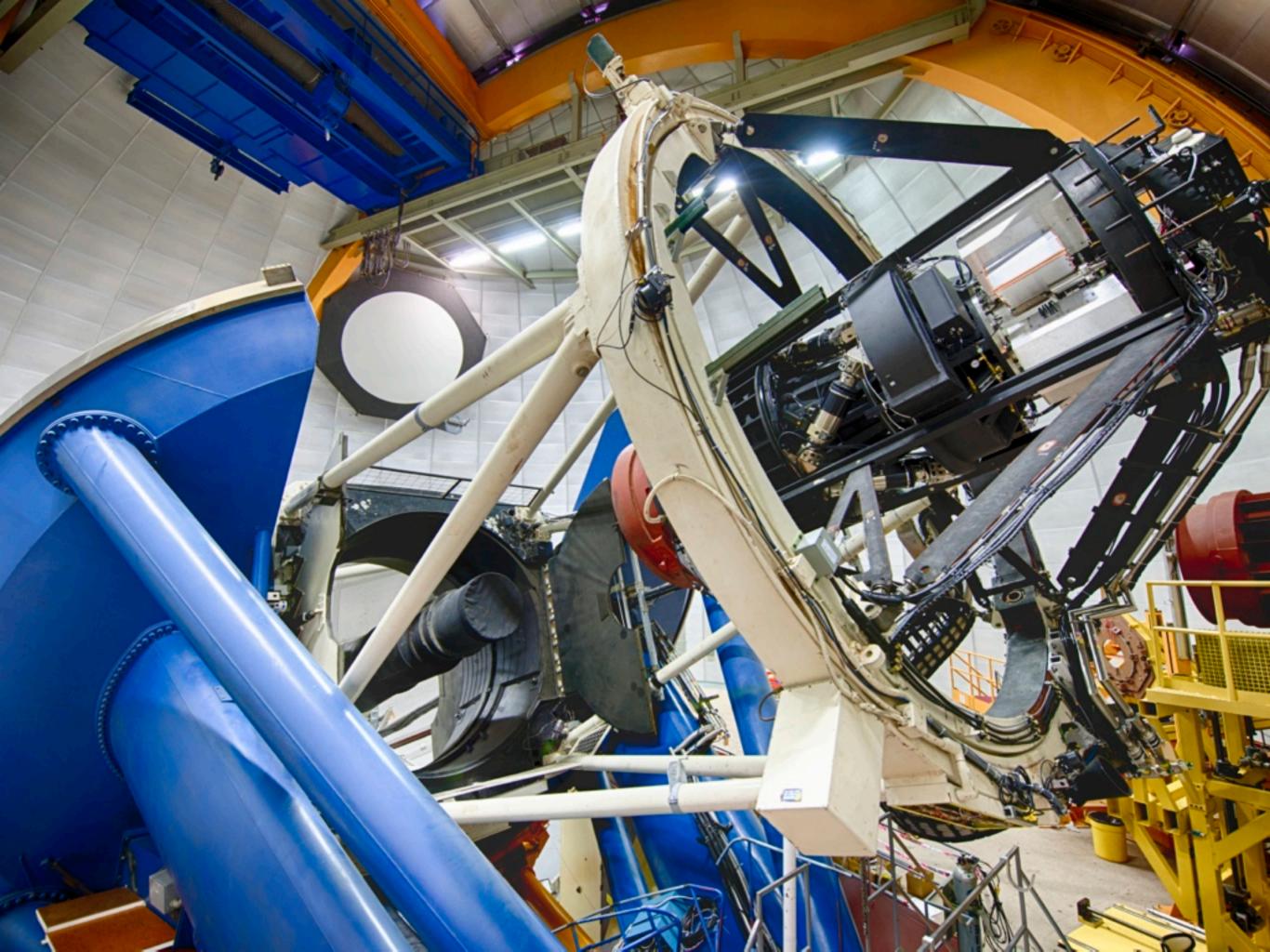




Carl Sagan







Pop Science and Modern Culture



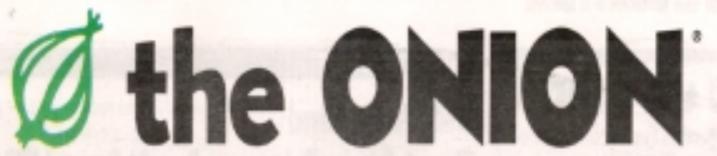
Example I: Ironman (Marvel Comics)



Example 2: Contact (Film, 1997, based on book by Carl Sagan)

Machines, Science and Project Development Bridging Pop Culture and the Scientific Method

- Machines bring together science analysis and project development.
- open-ended explorations uniquely exercise many skills needed to be a scientist in the future.
- Machine-based science projects bring modern science within reach



VOLUME 38 ISSUE 21

AMERICA'S FINEST NEWS SOURCE

6-12 JUNE 2002

National Science Foundation: Science Hard

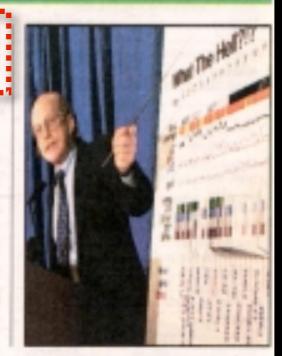
INDIANAPOLIS—The National Science Foundation's annual symposium concluded Monday, with the 1,500 scientists in attendance reaching the consensus that science is hard.

"For centuries, we have embraced the pursuit of scientific knowledge as one of the noblest and worthiest of human endeavors, one leading to the enrichment of mankind both today and for future generations," said keynote speaker and NSF chairman Louis Farian. "However, a breakthrough discovery is challenging our longheld perceptions about our discipline—the discovery that science is really, really hard."

"My area of expertise is the totally impossible science of particle physics," Farian continued, "but, indeed, this newly

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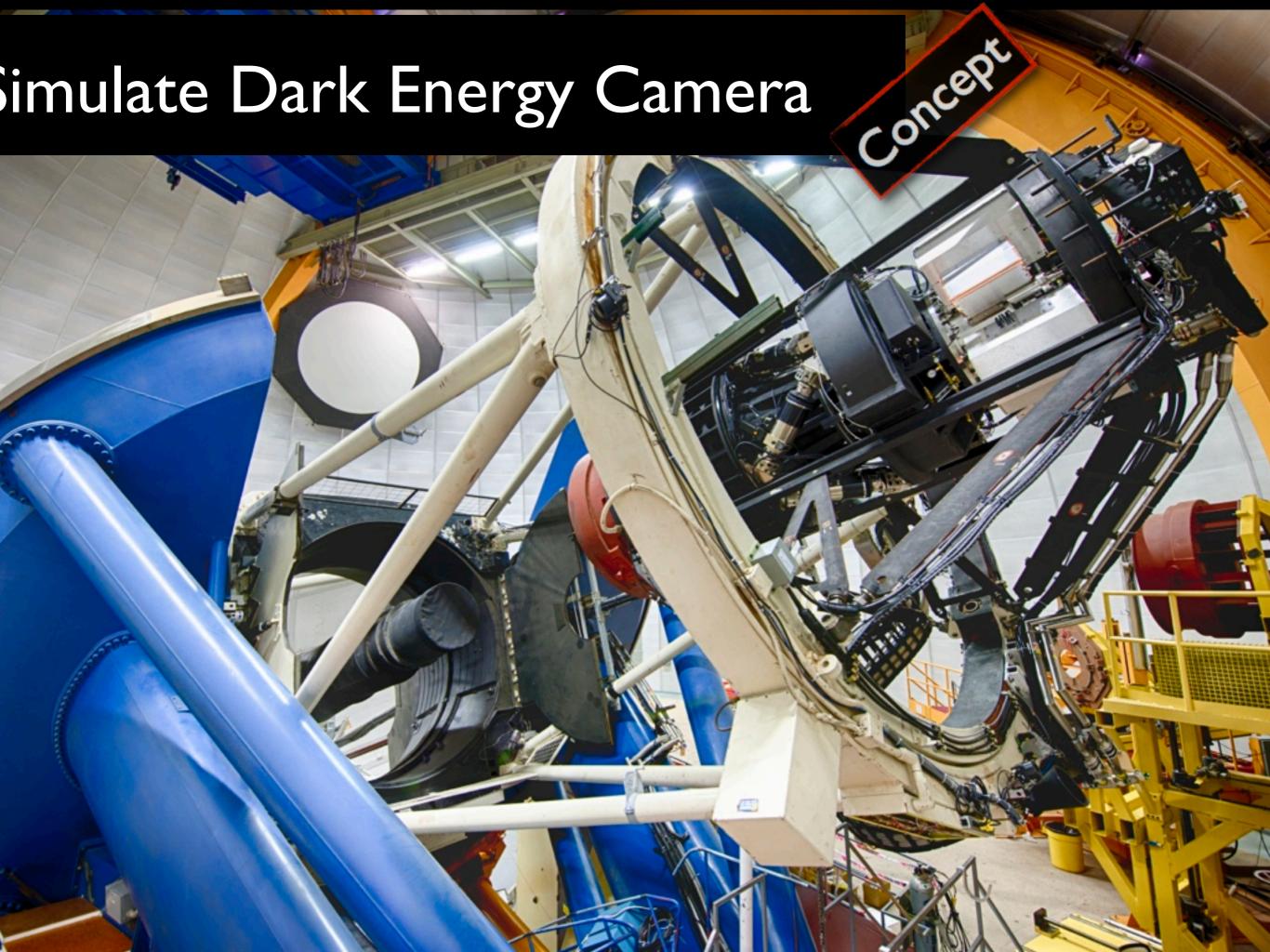
Right: Farian explains the KSF findings.



Two Teams, One Planet, One Mission A Mars Exploration Challenge



- Two teams compete to
 - land rover
 - operate rover and on-board science instruments
 - perform science analysis



Your Mission to Mars

- Establish Mission Goals
- Team up by Mission Module
 - Science and Sensor Design/Choices
 - Rover Engineering
 - Control Software Development
 - Entry, Descent and Landing
 - Planetary Environment Simulation
- Design a mission
- Construct Rover

Additional Acknowledgments/ Credits

• Slide I: http://thebubblechamber.org/wp-content/uploads/2010/10/thinker.jpeg