

'TIPS FOR LIFE IN SPACE'

YEARS 3/4

INTRODUCTION:

A discussion and writing activity on the different aspects of life in a space craft and what might be enjoyable and not so enjoyable.

CURRICULUM MAPPING:

Reading:

- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence

Plan their writing by:

- Discussing and recording ideas

Draft and write by:

- Composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures
- Organising paragraphs around a theme
- In narratives, creating settings, characters and plot

STARTER:

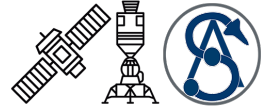
Recall facts you know about what space is like from [Vlog Ready to Launch](#).

[This video](#) is shorter and may be more accessible for some learners.

Read and/or listen to **Vlog 2** In Orbit.

MAIN LESSON:

- Discuss and write down with a partner all the new experiences that an astronaut must get used to when travelling into Space; things like the ship, kit, food and technology.
- Divide these into enjoyable things and things which might not be fun.
- What kinds of feelings do you think an astronaut experiences when they are about to set off?
- Discuss whether you would like to go into Space.
- Write about the things you think you would enjoy and the things you are not so sure about.
- What would be the best thing of all?



IDEAS FOR INCLUSION:

- Use an Emotions Scale to consider how the astronaut is feeling at this part of the mission when she has arrived in space and getting used to life in space. (see resource bank for an example you could use)
- Use *Tips for Life in Space Charts* for learners to decide what should be in the Home or Space column and what is good and bad about being in Space. They can use the Widgit symbols if needed. Can they add more?
- Get students to think about how they would feel in space using the Emotions Scale and Widgit symbols to help. You can use a 1-10 ratings chart for each emotion. Explain how different people would feel differently on a Space Adventure as we are all different.
- Bring in some items to try to give a real-life experience of space life e.g. dried space food or toddler food pouches.
- Share all your 'best things' with the class.

EXTENSION ACTIVITY:

- Write a job description for an astronaut. You could do this using **j2e5** within the **j2e Toolkit** or one of the LGfL tools. Describe what sort of person would be needed in this role and what skills and experience they should have.
- Challenge your students to bring something in to simulate the Space Experience in the space craft.

WAYS IN WHICH YOU CAN USE ADDITIONAL LGFL RESOURCES:

Plan your own food pouch for Taz. What would you put in it? How would you prepare it? You could design this in Busy Publisher at www.busythings.lgfl.net