



World Space Week 2022 Workshops Key Information for Teachers

FAQ's

How many tickets do I register for my class/classes?

Please only register **1 ticket per classroom**

How do I join the webinar?

All of our workshops will be held online via zoom. Once registered, you will receive an automated confirmation email. **The zoom link to join will be emailed to you 24 hours before the workshop.** Please note, these are automated emails, so check your spam or junk folder if you have not received one.

If for any reason you have not received the zoom link, please contact info@ourplaceearth.com

Who should be able to see the Zoom?

We suggest that you display the zoom webinar on a large screen at the front of the classroom.

Creative Challenge Workshops

- If you have signed up your class to a creative challenge workshop, **please ensure you play the applicable video provided of Ella Podmore, Chris Hadfield or Nicole Stott prior to joining the workshop.** [These videos can be found here.](#)
- Entries for the creative challenges will be judged in terms of age, and will be announced in early 2023.
- The challenges are all incentivised. Prizes will be available for best class submissions, and entries may also avail of the individual prize.

Ella Podmore

Date & Time:

Suitability: Key Stage 1–5 (ages 4–18)

Duration: 1 hour

Curriculum Links: Using Mathematics/ Mathematics and Numeracy/ Using ICT/ Science and Technology/ Thinking Skills and Personal Capabilities/ The Arts

School to provide:

- Art supplies including pens, colouring pencils, paper etc.

Chris Hadfield

Date & Time:

Suitability: Key Stage 1–5 (ages 4–18)

Duration: 1 hour

Curriculum Links: (Key Stage 1–2): Language/ Literacy/ Using ICT/ The Arts/ Thinking and Personal Capabilities/ The World Around Us

Curriculum Links: (Key Stage 3–5): Language and Literacy/ Environment and Society/ Using ICT/ Science and Technology/ Thinking and Personal Capabilities/ The Arts.

School to provide:

- Ipad/tablet, recommended 1 between 2 pupils, 3 max
- Please ensure imovie is downloaded

Nicole Stott

Date & Time:

Suitability: Key Stage 1–5 (ages 4–18)

Duration: 1 hour

Curriculum Links: (Key Stage 1-2): Language/ Literacy/ Using ICT/ The Arts/ Thinning and Personal Capabilities/ The World Around Us

Curriculum Links: (Key Stage 3-5): Language and Literacy/ Environment and Society/ Using ICT/ Science and Technology/ Thinking and Personal Capabilities/ The Arts.

School to provide:

- Postcard template can be printed in advance, but not essential
 - Art supplies, pens, colouring materials, paper etc.
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Space GIF Animation Workshop

Date & Time:

Suitability: Key Stage 2 (ages 8-11)

Duration: 1 hour 30 minutes

Curriculum Links: Using Mathematics/ Using ICT/ The Arts/ Thinking Skills and Personal Capabilities/ The World Around Us.

School needs to provide:

- Students will need a computer, tablet or smartphone. Ideally, 1 per pupil, but 1 between 2 pupils is also fine
 - Please test with plenty of time that you are able to download [Brush Ninja](#) and have this ready on each device prior to the workshop.
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Space Invaders Workshops

Space Frogger - Scratch Jr (Primary)

Date & Time:

Duration: 1 hour 30 mins

Suitability: Key Stage 1-2 (ages 7-11)

Curriculum Links: Using Mathematics/ Mathematics and Numeracy/ Using ICT/ The Arts/ Thinking Skills and Personal Capabilities/ The World Around Us

School needs to provide:

- Students will need a Tablet with Scratch Jr downloaded, with 1 device between 2 pupils
- Please test with plenty of time that you are able to download the [Scratch Jr app](#), and have this ready on each device prior to the workshop.

Note, Scratch Jr can be downloaded from the internet and used as an offline app, or used within a web browser whilst connected to the internet.

Space Invaders- Scratch 3.0 (Post-Primary)

Date & Time:

Duration: 1 hour 30 mins

Suitability: Key Stage 1-2 (ages 7-11)

Curriculum Links: Using Mathematics/ Mathematics and Numeracy/ Using ICT/ The Arts/ Thinking Skills and Personal Capabilities/ The World Around Us

School needs to provide:

- Students will need a computer. We recommend one computer between two pupils.
- Please test with plenty of time that you are able to download the [Scratch 3.0](#) app and have this ready on each device prior to the workshop.

Note, Scratch 3.0 can be downloaded from the internet and used as an offline app, or used within a web browser whilst connected to the internet.

If you have any questions regarding these workshops, please don't hesitate to contact our Education Manager Rachel McDermott at r.mcdermott@nervecentre.org