

8AM-6PM EACH DAY

STUDENTS IN GRADES 8-12 FROM EVERYWHERE WELCOME AND MUST ATTEND THE FULL DAY EACH DAY

OF THE EVENT

HIGHER ORBITS GO MOCALES

MATH SCIENCE

TEAMWORK

COMMUNICATION

TECHNOLOGY

LEADERSHIP

ENGINEERING

LEARN FROM ASTRONAUTS **AND OTHERS**

> **COMPETE TO HAVE** YOUR IDEAS LAUNCHED INTO SPACE

EXPLORE AND DISCOVER

INCLUDES LUNCH, SNACKS, DRINKS, SUPPLIES, T-SHIRT, EVENT MISSION PATCH, SPACE SWAG BAG AND MORE!



GO FOR LAUNCH!



DONALD THOMAS, PH.D. MISSION SPECIALIST STS-65, 70, 83, 94

Selected by NASA in January 1990, Dr. Thomas became an astronaut in July 1991. Dr. Thomas has served in the Safety, Operations Development, and Payloads Branches of the Astronaut Office. He was CAPCOM (spacecraft communicator) for Shuttle missions STS-47, 52 and 53. From July 1999 to June 2000 he was Director of Operations for NASA at the Gagarin Cosmonaut Training Center in Star City, Russia. A veteran of four space flights, STS-65, STS-70, STS-83 and STS-94, he has logged over 1,040 hours in space as a Mission Specialist. ohioastronaut.com



MICHELLE LUCAS, FOUNDER & CEO HIGHER ORBITS

Michelle spent 10 years working at NASA primarily in International Space Station (ISS) Flight Control Operations Planning and as an Astronaut Instructor in the Daily Operations Group. Her passion for inspiring students led to extensive work with other organizations in STEM outreach. She then decided to form Higher Orbits to continue to work to inspire students about the wonders of STEM through spaceflight.

WHAT CAN I EXPECT?

Learn about human spaceflight directly from experts in the fields of space & STEM including:

- An Astronaut and Astronaut Instructor
- International Space Station Flight Controller
- Scientists and Engineers Get personalized insight and feedback from experienced space and STEM professionals whose goals are to illustrate the numerous possibilities that exist in the world of STEM. Work with a real live astronaut for each day of the event.

WHAT IS IT?

A program that uses Space Exploration as a platform to launch student involvement in:

- STEAM (Science, Technology, Engineering, Art & Math)
- Teamwork
- Communication
- Leadership

ARE THERE HANDS ON ACTIVITIES?

Student teams will work together on collaborative activities before or after nearly every talk to earn daily awards. Each team will work together to define and design their own space experiment & present their ideas to a panel of judges from the Space & STEM fields. The judges will choose a winner from each Go For Launch! event. The experiment will go on to compete against other projects from the same division and the winning experiment will be launched

WHY SHOULD I ATTEND?

Go For Launch! is a unique and memorable experience. Space inspires! The Go For Launch! experience gives students experience and skills that can lead to success in any venture that requires imagination, leadership, teamwork, and problem solving skills.







CHECK WEBSITE FOR MORE INFORMATION!



Higher Orbits