

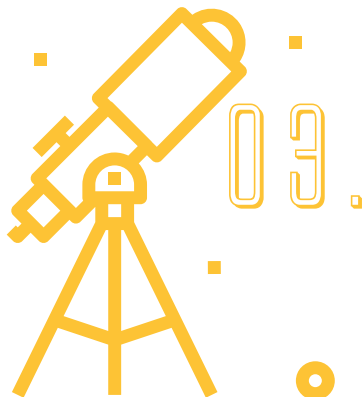
# SPACE WALK



Going for a spacewalk can be dangerous, which is why you are supported by a crew inside the space station. This crew will help walk you through procedures or settings for the task at hand. In this strategy, students work through a problem or create something together as a team.

01. Get students into groups of 4-5. Each group is called a crew.

02. Provide a specific problem or task to each crew. This is theirs to work on together - no one else is provided with the same problem or task.

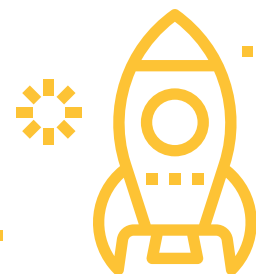


03. Each person in the crew will take a spacewalk for one portion of the problem or task.

04.

When it's their turn to take a spacewalk, each individual will work on their portion or task alone. The crew can provide support or find resources that may help the spacewalker to work on their portion. The spacewalker must finish their portion before the next portion is complete.

05. Once everyone has had a chance to take a spacewalk, the task or problem has been completed or solved. The crew can then reflect on how they could have helped each other better or what they would do differently next time.



Try using this with creating a piece of artwork, a musical composition or a piece of choreography.

According to Shonda Rhimes, most stories fall within a specific structure. You can use this framework to develop narrative and informational writing, as well as work through ideas, presentations and more.

## ACT 1:

Introduce your characters and present the problem: Who are your main and supporting characters and what is the major issue going on?

## ACT 2:

Escalate the problem: Take the original problem and turn it into something that makes life super challenging for the characters.

## ACT 3:

Worst case scenario happens: Think about all of the possible ways this problem could go from bad to worse and then insert the most exciting one into your story.

## ACT 4:

Begin the ticking clock: Give the problem a timeline to get resolved.

## ACT 5:

Characters reach their moment of victory: Provide a way the characters can reach their own personal victory with the problem. Some may become the hero and others may become the guide that leads to victory. Each character has a resolution.

Try using this with creating a piece of artwork, a musical composition or a piece of choreography.

