

Star Catcher

Explore Environments



RESPOND to the the imaginary idea of being able to catch a star. What if you could catch a star and become friends with it? Would you ask a high-flying sea gull to help you catch it? What if you soared in a homemade rocket ship far enough into space to pluck it out of the sky? Or would you prefer to scoop up its reflection from the sea?



George P.



CREATE a clever invention that could help your imagination catch a star. Suspend what you know is true—that stars are intensely hot and untouchable. Pretend that they are small enough to hold in your hand or close enough to touch. What could your

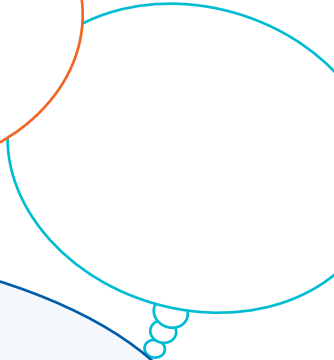
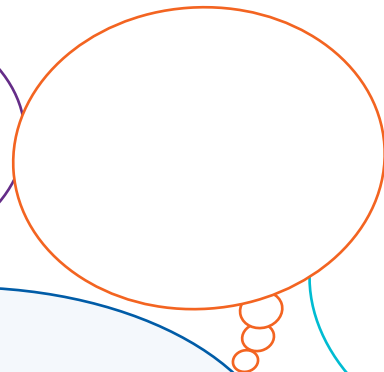
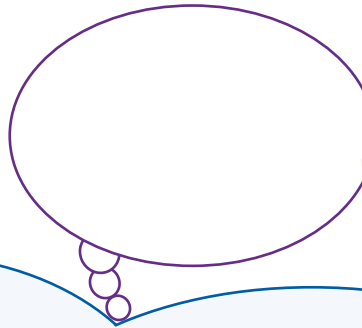
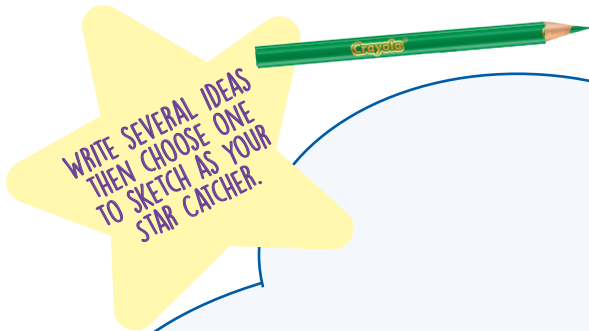
innovative star catcher be made of and how could your imaginary tool work? Think of several possible ideas before sketching one. How about a supersized fishing rod that has enough line to reach far into space to hook a star? Or imagine a super magnet that draws the stars close to you.



Sarah P.



Patrick P.



PRESENT your imaginary tool to others and enjoy theirs. Discuss why using your imagination is an important part of solving problems—even when your imaginative ideas may not be possible.



CONNECT how real inventions might come from putting imagination into action. Ideas that seem totally impractical today might lead to realistic innovations in the future based on scientific information not yet discovered. Hundreds of years ago people only dreamed of space travel. As a member of the Artemis Generation you will learn and see things during your lifetime that we can barely imagine today.