

Engage with Space Toolkit

Space4youth Open Call Activity

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Introduction

About the spaceEU Engage with Space Toolkit

Space science is a rich and powerful tool in science education, as the excitement of space can open doors to reach new audiences and engage young people in STEAM. Humankind shared fascination with space can encourage young people to follow STEAM related careers while inspiring and broadening their minds. Engage with Space toolkit is a ready-to-use digital collection of space centred activities with a specific focus on girls and underserved communities. These activities encourage and help schools, youth centers, museums, universities, NGOs and informal learning spaces to bring together students, families, space professionals, their communities and more to engage them with the wonders of space.

The spaceEU Engage with Space Toolkit is comprised by:

Step into Space Exhibition

Step into Space exhibition consists of three flexible modules which allow to build a regional connection and engagement. The exhibition looks into how space exploration has been an intrinsic part of our lives, contributing to new technologies we use here on Earth, assists us in thinking about how to protect our planet, and inspiring us to think outside the box and to cooperate.

The architectural design allows you to adjust the exhibition to your needs; space and content wise. You can find graphic templates and detailed handbook about how to build the exhibition here and in the download section of spaceEU. We encourage you to invite and collaborate with local artists who can contribute to the exhibition.

Modules

- What We Made from Space
- Through the Lens of Space
- A Creative Space

Engagement & Education

The Engage with Space Toolkit presents detailed instructions for implementing spaceEU engagement formats. The formats presented here are trialed and tested, which doesn't mean they can't be modified to best suit local contexts. Engage with Space offers in detail one way to implement spaceEU engagement formats and we highly encourage you to adapt and adjust these formats to your needs. You know your audience and local partners the best!

The formats aim to reach two main target groups and can partly be combined and integrated in the exhibition.

Children and Youth

- Space in the Classroom
- space4youth
- space4youth Open Call
- Open Space Lab (integrated in the exhibition)

General Public

- Space Café
- Citizen Space Debate
- Space Unconference

With the exhibition and the engagement programmes the spaceEU project address the following objectives:

- We aim to inspire young people with space topics and encourage them to consider careers in the space sector.
- We want to celebrate the accomplishments of European space science and demonstrate how European society benefits from the space sector.
- We plan to highlight past and present contributions by women and minorities to the advancement of the space field and promote a diverse and inclusive space sector.

Find the complete spaceEU Engage with Space Toolkit at www.space-eu.org/toolkit.

About spaceEU

spaceEU (www.space-eu.org) encourages young people to choose careers in science and technology on the one hand and stimulates a sense of European and global citizenship on the other. An exhibition and a wide range of engagement programmes use the excitement of space and the beauty of the Earth in order to convey these stories. Our main target audience are youth and families with a specific focus on girls and youth from underprivileged communities as well as professional stakeholders.

space4youth Open Call Activity

Overview	
<p>Description</p>	<p>Through an open call an organisation can make their programme accessible in a different way. The audience can change their role from a visitor to a maker, artist, lecturer, presenter, etc. Their ideas will become part of the programme.</p> <p>Youth shall be encouraged to think through ideas, bring them on paper and share them with your platform. They will get the opportunity to present their interests and perspectives, while you will give them a stage to become visible and heard.</p> <p>With focusing on space topics, the organisations defines a frame where the applicant can move in. Creative, artistic and performative approaches are as important as 'sciency' and 'techy' ones.</p> <p>This toolkit will introduce how to make an open call for youth with focus on underprivileged youth and girls. The toolkit presents how to run an open call for a space4youth activity, but it is only a suggestion. You can do the open call for any other suitable event you may have in your programme. Youth can become part of your exhibition, they can make their own unconference, a conference, a workshop, a tour, etc.</p> <p>As the core goal is to focus on underprivileged youth and girls, we want to employ strategies to create a space where youth feel encouraged. Hosting a co-design session (see space4youth) is central to this strategy. It helps youth feel more comfortable and prepared with the open call participants in order to prepare them for the event is needed.</p>
<p>At a glance</p>	<p>Suitable group size: Scalable</p> <p>Coordination Time: 2-5 months for organising an open call depending on how long you want the call to be online + time for co-design session + time for actually implementing the event</p> <p>Duration of activity: 3-6 weeks open call online + time for co-design session: 6h + event the open call is for</p>

	<p>Cost per student: Low Costs</p> <p>Age: 12-19</p> <p>Education Level Middle school Secondary Informal</p> <p>Type/s of Learning Activity Peer to peer Fun activity Informal/Field Trip Related Reflective practice</p> <p>Materials: Application through online form or email + Materials that are needed for the co-design and the actual event</p> <p>Place: Online + time for co-design session + place where event will take place</p> <p>Catering: Not needed for the open call + time for co-design session + to be considered for the event</p> <p>Promotion: The open call can be extensively promoted, including social media, local youth organisations, and schools.</p>
<p>Goals and Objectives</p>	<p>Goals</p> <ul style="list-style-type: none"> • Give a stage and visibility to underprivileged youth and girls • Bring them in touch with space related topics • Peer to peer event • Convey confidence to <p>Objectives:</p> <ul style="list-style-type: none"> • Expressing ideas and bringing them on paper • Encouraging young people to engage with space topics • Think about space science related topics they really care about • Shape the content towards their interests

<p>Preparation</p>	
<p>Personnel</p>	<p>Organiser: The organiser is a project manager who oversees the application process, the co-design session and potentially also the youth run event. Supporting staff for promotion, the</p>

	<p>open call, communication, and implementing the event will be needed.</p> <p>Optional: Advisor for Open Call: We recommend to invite inspirational representatives from underserved communities to advise you for writing the open call and also promoting it. Actively engaging diverse individuals who carry out the message to the world is helpful in both – framing a relevant questions and promoting the relevance to the community. (youth role models, influencers, radio or movie stars, local heros, professionals and scientists from diverse backgrounds, artists who work with space topics, etc.)</p> <p>If you consider to do the open call for the space4youth activity check out the space4youth toolkit for further personnel you might need.</p>
<p>Step by Step</p>	<p>Find advisors</p> <ol style="list-style-type: none"> 1. Reach out community leaders/ influencers/ people who represent underserved communities and have connections to them. 2. Introduce the open call, co-design and event idea. Highlight the goals and that you would appreciate their expertise and advice for the open call content and text. 3. Ask them to share this opportunity amongst their communities. 4. As soon as you have a first text for the open call, revisit it with them and include their feedback. 5. Also ask them who would be interested in participating and how to reach them. <p>Reach out to groups and evaluate interest</p> <ol style="list-style-type: none"> 1. Reach out to potential partners to pitch the activity you plan the open call for. We recommend to evaluate amongst partner organisations, youth centers and other institutions if they are interested in participating in the open call as well as the event format. It is indeed helpful to have around 5 different youth groups who share in advance an interest in participating. If 5 expressing interests, most likely around 3 will actually participate. 2. Actively reach out to underprivileged youth and girls through organisations who are already in touch with them. The recommendations from the advisor will come in handy here. Offer to visit different groups to explain the activity to the youth, and what they could get in return. It would be helpful to have printed information. 3. Collaborate with media partners, youth radio stations

	<p>and promote on social media in order to inform young people about the opportunity.</p> <ol style="list-style-type: none"> 4. Reaching out is an ongoing process in an open call. This can also continue once the call is online. It depends on how long the call is going to be online. 5. Ask local youth centers what they need and how this project could work towards that. This task can vary from country to country. <p>Organise the Open Call Application</p> <ol style="list-style-type: none"> 1. Together with the advisor determine a broad topic around space science. Find phrasing and titles that speak to the target group. 2. Make sure you clarify the dates for the co-design session and for the event. 3. Make sure the text for the call is clear and sets the right expectations 4. Define open call platform. It can be an online form or be as simple as an email to the organisation with needed information. 5. Define the open call process. Think about your capacity and know how many applications you can manage. making several sessions if any applications can be one option. There shouldn't be any winner and loser - ideally it is more of an application process than a competition. 6. Write the open call and get the final feedback from advisor 7. Check out the open call text check list in the annex 8. Check out the space4youth open call - rights that you should include in the open call participation agreement. 9. Make sure there is a(n) (automated) "Thank you for your application" email responding to a complete application.
<p>Points to consider for running a more inclusive space4youth Open Call</p>	<p>Open Call</p> <ul style="list-style-type: none"> ● Use gender neutral language. ● Consider the language of your event - if there is an underserved community that does not speak the dominant language, consider holding the event in that language. ● Produce information about your event in Large font print, Braille, audio formats or Plain English. ● Reach new audiences with a variety of promotions - Social media posts, local news coverage on TV or radio or in newspapers, and fliers placed in community spaces such as libraries or schools will all reach different audiences.

	<ul style="list-style-type: none"> Some online content, including Facebook, Twitter, and some websites, may be difficult to access by visually-impaired users. Make sure information about your event online is easy to read by Non-Visual Desktop Access (NVDA) and Text-to-Voice software.
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Day of the event: Run the open call / while the open call is up and running

Call online	<p>Before the call is online you already start with reaching out to promotion partners. As soon as it is online, give it a wider presence throughout all your channels.</p> <p>Promote the open call</p> <ul style="list-style-type: none"> Use this opportunity to reach out to new audiences and underprivileged youth. Continue what you started when evaluating interest. Announce that the call is now online and ready to receive applications. Send out reminders to group coordinators Send out newsletter and reach out to further potential partners. Promote the open call on social media Check in with application numbers. If you have low numbers, consider extending the call for another week. Remind applicants who have started an application form but didn't complete it yet, that they have another Xdays to do so. <p>Co-design and event</p> <ul style="list-style-type: none"> If suitable timewise you can start organising the co-design session and event while the call is still going interest.
Call closed	<ul style="list-style-type: none"> As soon as the call is closed, inform all the applicants that the review process started and that they will get more information about the co-design workshop soon. Go through the applications and organise the data. Everyone needs to agree to the 'rights' checkbox and allow you to process the data. Reach out to the participants with the Co-design information. Get their confirmation for the participation. Get ready for co-design and event
Prep Co-design and event	<p>Revisit the other event toolkits in order to get ready for the event.</p>

Here you can apply the same strategy as for the space4youth activity Co-Design sessions.

Questions and Recommendations

Inspiration

- A group could apply to make their own tour for the spaceEU exhibition. In order to do so they can come to one of the tours, get to know the open space lab in the exhibition and can then make their own tour format with this new skills learned. One day a week/ month this group could offer a tour to the general public and peers.
- A call could also ask for submitting their own art works. If you plan to have your exhibition up and running for a longer period, you can have one ladder element that will be filled by youth. The exhibition could already be up and running while one empty ladder element is in the exhibition. There is a sign on this element that says "Wanna be part of Step into Space? Contribute your art work and participate in the open call". Youth could submit work, you print it / attach it to the exhibition and make an event out of it.

Intellectual Property: Ownership of Toolkit

All contents relating to the spaceEU exhibition 'Step into Space' and educational program 'spaceEU Activities' developed by the parties under the terms of the spaceEU agreement shall be jointly owned by the spaceEU consortium, unless otherwise stated. Utilization of any Joint Ideas/Deliverable beyond the scope of this toolkit shall be negotiated reasonably and in good faith by the parties hereto and shall be subject of a separate written agreement.

Utilization by parties themselves beyond the time scope of the project is allowed. Utilization by parties for commercial contexts shall be negotiated separately in a written agreement.