

A detailed, realistic image of the planet Mars, showing its characteristic reddish-orange surface with darker spots and polar ice caps, is centered in the background.

MISSION to MARS

Teacher Guide

Makers Empire

Mission to Mars: Teacher Guide

Dear Teachers,

Thanks for joining us as we test our new Mission to Mars challenge! We greatly appreciate your experience and insights, your feedback helps us make Makers Empire better for teachers and students all around the world.

This guide will get you set up and ready to try Mission to Mars as quickly as possible.

Makers Empire 3D is designed to be fun and easy to use for children *and adults* – **so have fun!**

.....

In this guide:

1. [Getting started with Makers Empire](#)
2. [Lesson One - Learn the basics](#)
3. [Lesson Two - Mission to Mars](#)
4. [Next Steps & Feedback](#)
5. [More resources and activities](#)

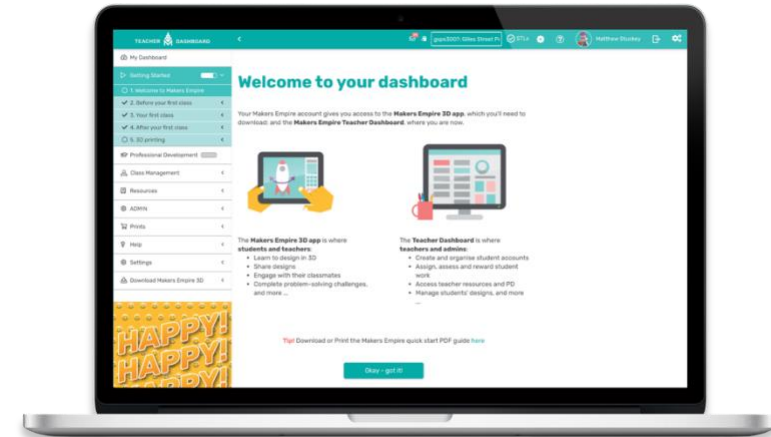
1. Getting started with Makers Empire 3D

1. **Log in** to the Makers Empire Teacher Dashboard using the link which we emailed to you. (2 mins)

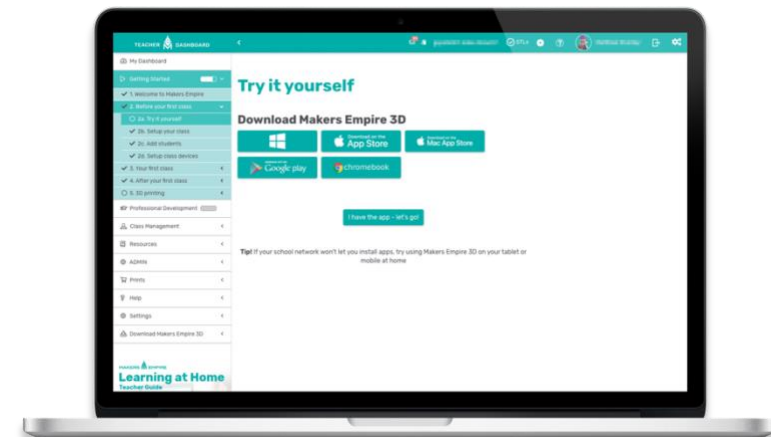
If you haven't received your link within 24 hours of receiving this guide, please [let us know](#).

2. Follow the [Getting Started](#) steps to set up your class(es) and quickly familiarise yourself with the basics of the Makers Empire 3D design app. (30 mins)

NOTE: To ensure a smooth start to your first class with Makers Empire 3D, make sure that your class' devices have [the latest version of Makers Empire 3D](#) installed **before your first class starts**.



Follow Getting Started to get up and running, fast



Install Makers Empire 3D on your class devices before your first class

2. Lesson One – Learn the basics

The goal of our first lesson with your students is to **get everyone logged in** to Makers Empire 3D and to **complete the Training Lab** tutorials.

1. Have your students open the Makers Empire 3D app and click on the big green **Log In** button, and then log in using their Makers Empire login details, QR code, or one of the SSO options (Google, Microsoft etc.). (3 mins)
2. If you set up **Makers Empire logins** for your students they will be prompted to create an avatar.

If you are using an **SSO login option** your students will create an avatar and be asked to choose a username to use in the Makers Empire 3D app.

It shouldn't be required, but if your students are asked for a Class Code, you can find your [Class Code](#) underneath your class name in the Teacher Dashboard > Class Management > Classes. (5 mins)

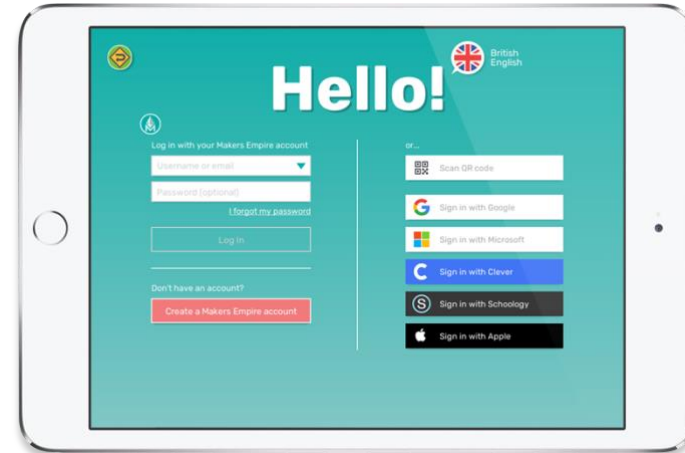
3. Once your student has an avatar and a username, they will enter Maker World. The only unlocked area is **Training Lab**.

Once inside the Training Lab, students will be prompted to complete fourteen **Basic Training** tutorials. These tutorials will teach them the basic 3D design tools, such as adding and moving shapes, changing colours, changing the view angle. (15-25 mins)

4. Once students complete the Basic Training tutorials, the rest of Maker World will be open to them.

Encourage students who complete Basic Training quickly to explore the rest of Makers Empire 3D app, or ask them to find a partner who might need a little help. (10 mins)

NOTE: Try to steer them away from **Challenge Central** at this point. More on that next lesson...



Log in options: Makers Empire account or Single Sign On



Click the door to enter the Training Lab

3. Lesson Two – Mission to Mars

The goal of our second lesson is to introduce your students to the **Mission to Mars** challenge.

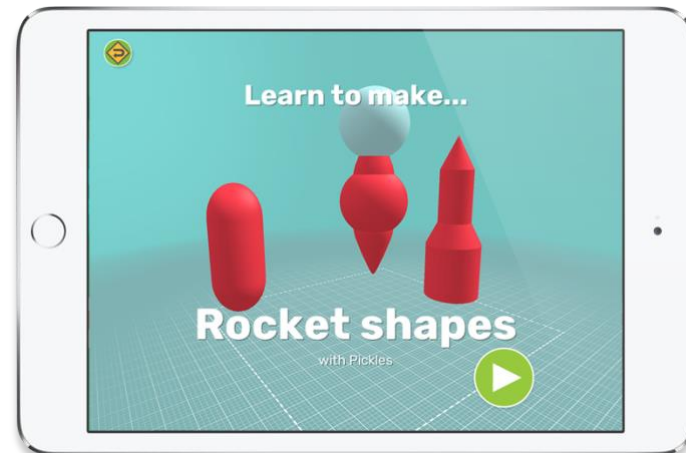
1. Have your students **log in** to Makers Empire 3D. (2 mins)
2. To begin the **Mission to Mars**, students need to go into **Challenge Central**. Before they do, please explain that they should take their time and try their best - it's not a race. (2 mins)
3. Once your student enters Challenge Central they will see a path of sequential challenges. There are four kinds of challenges:
 - **Video** – learn more about Mars
 - **Quiz Time** – test your new Mars knowledge
 - **Pro Training** – follow along to get design pointers from the pros
 - **Design Challenge** – apply your knowledge and design skills to solve a problem

Simply **click on the first challenge** "Introduction" to begin and let your students progress at their own pace for the rest of the lesson. (25-30 mins)

4. End the lesson by asking the students for their first impressions of Mission to Mars. What did they like? What was challenging? What would they like to see more or less of? (5 mins)



Click to enter Challenge Central



Pro Training: Learn to make rocket shapes

4. Next Steps & Feedback

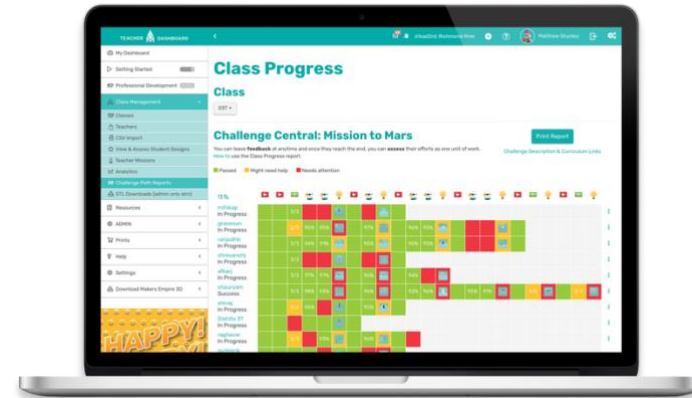
You've already set up your classes and helped your students log in, learn the basics of 3D design and started applying their new found skills to solve real problems – **well done!**

In conjunction with the new Mission to Mars challenge path for students, we've created an improved way for teachers to monitor students' progress.

1. [Log in](#) to your Teacher Dashboard and use the menu on the left to go to Class Management > Challenge Path Reports. (2 mins)
2. You should be able to see your class' progress on a color-coded table. Please take some time to explore the page and familiarise yourself with the functionality. (10 mins)

NOTE: If the table is blank, make sure that you have '[starred](#)' the [relevant class](#).

3. Once your students have completed their second lesson and started on the Mission to Mars challenge path, and you've had a chance to review the Challenge Path Reports page, please complete the [Mission to Mars teacher survey](#) to tell us all about it. (15 mins)



Challenge Path Report page

5. More resources and activities

Once your students complete **Mission to Mars**, and you are happy that they've completed each challenge well, there is still lots to do in Makers Empire 3D!

You and your students can:

- Enter our monthly [Global Design Competition](#) for a chance to enter the Hall of Fame,
- Check out our [Makers Empire Videos](#) to follow along with our “How to” design videos or get lesson ideas from other teachers.
- Create and play 3D mazes in [Maze Mania](#).
- Go shopping* to create the most amazing avatar ‘Looks’, or build up your own wardrobe from scratch,
- Write a Design Missions in Mission Maker and challenge other users,

... and of course your child can always just jump in and **create anything they can imagine** using our Create tools (Shaper and Blocker).

**no real money is ever exchanged in Makers Empire 3D*