

David Black
Education Program Specialist
Clark Planetarium
110 South 400 West
Salt Lake City, Utah 84101

Sept. 10, 2024



Dear Teacher,

This letter is to invite you and your students to participate in the Cosmic Creator Challenge hosted by Clark Planetarium for all 6th grade students in Utah. For the Challenge, students will choose a topic from Utah SEE standards 6.1.1, 6.1.2, or 6.1.3 regarding our solar system, then choose between eight categories of media design software and their own approach to create digital media projects. The purpose of this contest is to motivate students to learn space science more deeply while enhancing their creativity, communication, and digital media skills.

If you have used digital media software in your classes before or if your students have created digital images, podcasts, videos, posters, games, 3D models, or other media projects to demonstrate their knowledge, then this contest is for you. Detailed rules for the Cosmic Creator Challenge are found at: <https://science-creativity.com> including eight short instructional videos that you and your students can watch to learn how the contest works, including the three dimensions of student choice (topic, medium, and approach), how to choose and plan a project, and how students will use peer critique and revision to improve their projects.

You can also learn more about the contest by emailing David Black at: DVBlack@slco.org. The Challenge will run during fall semester 2024 (Sept. 3 to Dec. 20). We encourage you to involve all your 6th grade students and to register them for the Challenge at: <https://forms.gle/mmtDGQKzq2fR98js8>. Winning student projects will be featured at an award ceremony in February and will be displayed at the planetarium, as shown in the photo below.

Thank you for considering this opportunity for your students. I am also attaching a PDF file with an advertisement and basic rules that you can display in your classroom.

Sincerely,

David V. Black
Education Program Specialist
Clark Planetarium

