



3-2-1 BLAST OFF



We are inviting students to use their Earth-based knowledge and apply it to their mission of safely **farming on Mars**.

THE CHALLENGE

The Escape Mail program provides students a playful way to learn about safety, while at the same time challenging them to understand, identify and mitigate risks in order to keep themselves and their crew safe!

Digital and physical components are utilized to encourage students to problem solve through the story telling narrative. This experience is engaging and valuable for students of all ages.

It's out of this world!

Time Requirement: 1 Hour/Classroom
Suitable for K-12 students



1. PREPARE COMMERCIAL-STYLE VIDEO

The experience begins with a compelling video intro for the whole class. The video is a commercial from a space agency enlisting help to farm on Mars!



2. ENGAGE ENVELOPE PUZZLE GAME

Students will be divided into groups and given an envelope - the content of which forms the bulk of their interactions. The envelope contains information on agricultural safety as well as manipulatives and things to do.

3. AFFIRM GAME PROGRESS PORTAL

As puzzles are solved, the answers are recorded on the web portal. The teacher inputs the answers and guides the experience, with each correct answer progressing the class through the learning modules.

4. REWARD REAL WORLD PRIZE

Every good game has a rewarding conclusion, and in this case, the students succeed and are given a ticket to Mars! They will join the first farming crew on the red planet and implement agricultural safety protocol.

Ag for Life

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ESCAPE
MAIL

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