

Star Wars

Where science meets imagination

This worksheet is to be used with Project Pull-out 32, which is found in the April 2009 issue of DMAG. You will need to do a bit of detective work and read this Project Pull-out carefully to be able to complete your mission ✦ which is to do these activities!

Luke Skywalker in his landspeeder. This landspeeder is on display for the first time at the *Star Wars: Where Science Meets Imagination* exhibition at the Powerhouse Museum in Sydney until 26 April 2009.



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NEED FOR SPEED

Travelling and speed go hand in hand. Using DMAG's Project Pull-out and a little bit of detective work, fill in these speedy blanks.

- 1) The fastest a maglev train has travelled is _____ kilometres per hour.
- 2) Travelling at the speed of light, that is at _____ metres per second, isn't yet possible for vehicles.
- 3) The Hovercraft Speed Record is _____ kilometres per hour.

WHEN IN STAR WARS

Oh dear! What a mess. Match the words in the word bank below to the place that they're found in. Tatooine, Hoth and Dagobah are planets from *Star Wars*, Tunisia is a country on Earth. We've done the first one for you.

TATOOINE	HOTH	TUNISIA	DAGOBAH
Desert		Desert	

TRUE OR FALSE

Read DMAG's Project Pullout to determine if these are true or false.

- | | |
|--|-----|
| 1. Tatooine's climate is similar to Tunisia's | T/F |
| 2. Robots have been sent to Mars to collect data | T/F |
| 3. Hovercraft can travel on land only | T/F |
| 4. C-3PO is a real, working robot | T/F |
| 5. Hovercraft use high pressure air to hover and move | T/F |
| 6. Polar bears are white so that they can stand out on the ice | T/F |

WORD BANK

- | | |
|--------------|--------------------|
| Desert | AT-AT |
| Snow | Underground houses |
| Sandcrawler | Swamps |
| Ice | Sahara desert |
| Spaceport | Water |
| Brick houses | Plants |
| Forests | |

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'BOT BITS

Although we haven't reached the level of *Star Wars*, we have made some headway with robots. In the table below, write a little description of what each of these 'bots can do.

ROBOT	WHAT CAN IT DO? WHAT IS IT USED FOR?
ASIMO	
Mars Exploration Rover	
Kismet	



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DESIGN A 'BOT

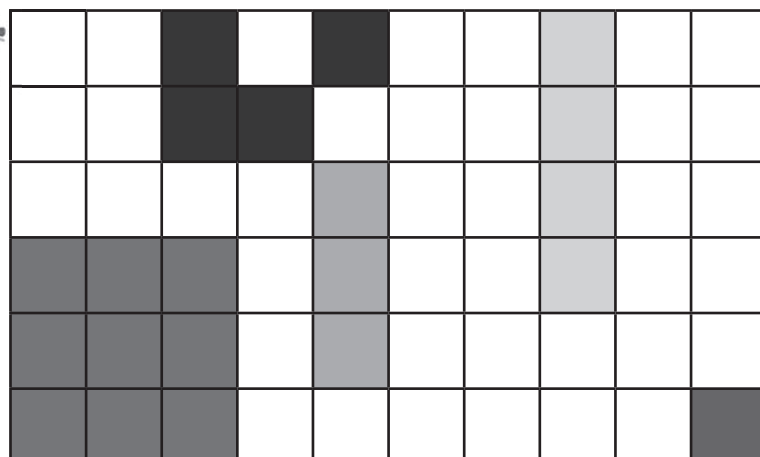
On a separate piece of paper create and draw a robot. When designing it, think about what its purpose will be and what specific attributes it will need in order to serve its purpose. E.g. if it's an emotional robot it will need facial features but if it's a surgical robot, it will need instruments designed for precision.

ROBOT LOGIC

Using numbers, put these instructions in the correct order to get our robot from start to finish. The first has been done for you.



- ___ Go left one space
- ___ Go right one space
- 1_ Go forward two spaces
- ___ Go left two spaces
- ___ Go right three spaces
- ___ Go right two spaces
- ___ Go left five spaces



Finish