

Create Your Own Astronomy Masterpiece to Inspire and Engage



Mary Dussault

MicroObservatory/Center for Astrophysics | Harvard Smithsonian



Martha Irene Saladino

Girls STEAM Ahead with NASA/Space Telescope Science Institute





Rutuparna Das

Center for Astrophysics | Harvard Smithsonian



Erika Wright

Center for Astrophysics | Harvard Smithsonian



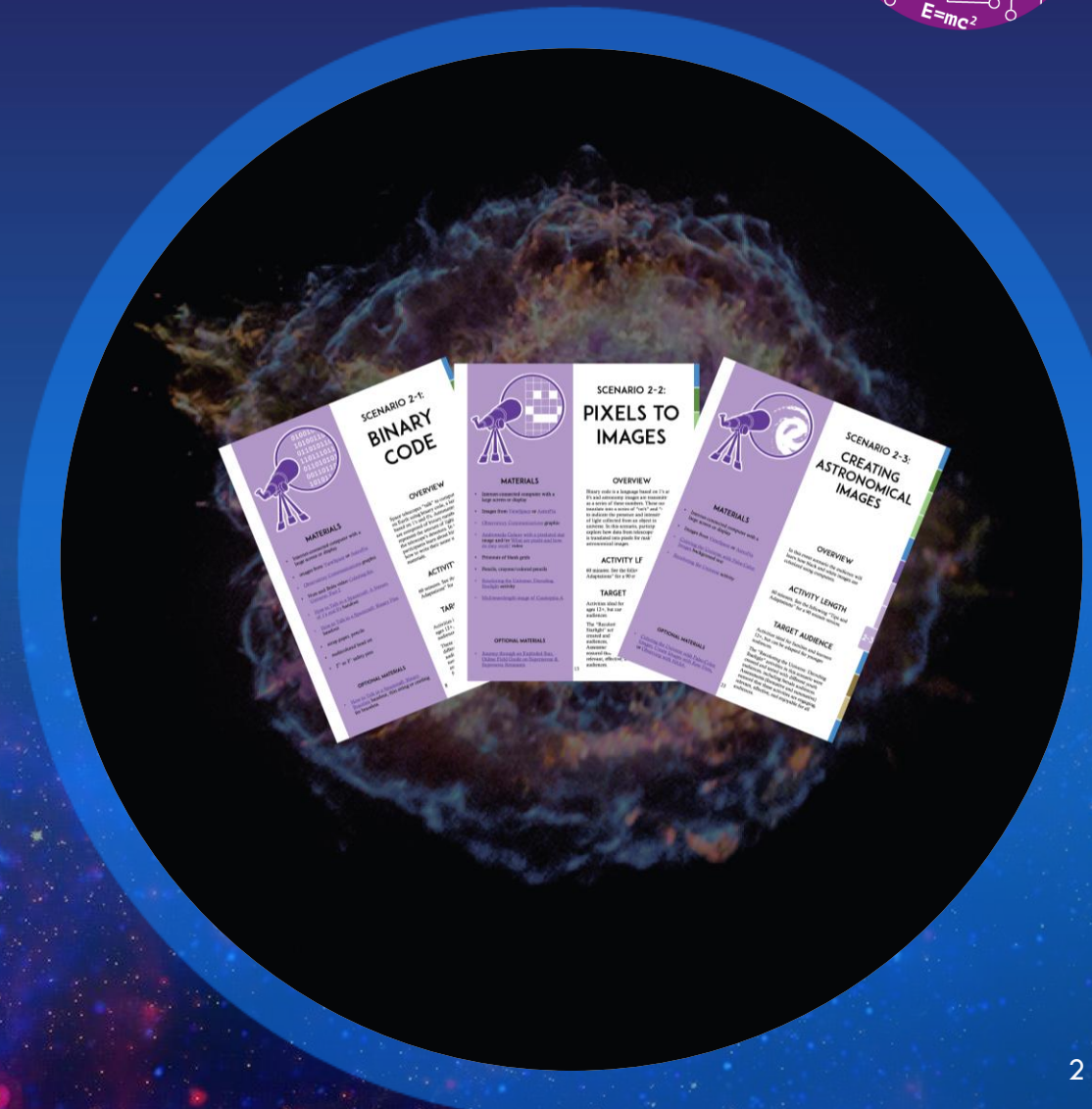
Carolyn Slivinski

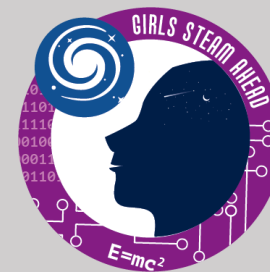
Space Telescope Science Institute



Alexander Cotnoir

Space Telescope Science Institute





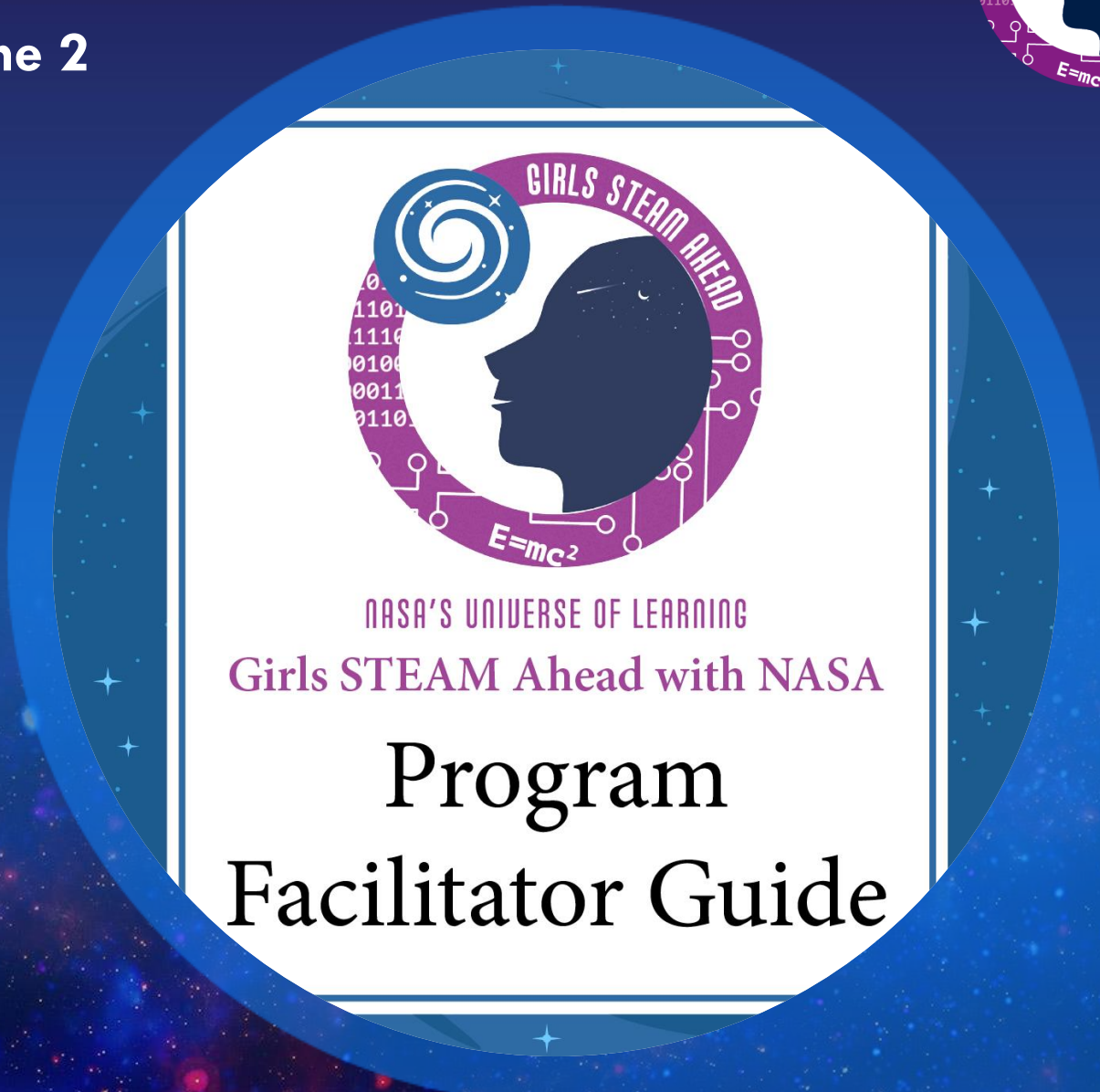
What are you hoping to learn from today's webinar?



Let us know in the chat!

Girls STEAM Ahead with NASA

Program Facilitator Guide & Program Theme 2



NASA's Universe of Learning



NASA's Universe of Learning is an integrated astrophysics STEM learning and literacy program funded by NASA



Learners of all ages and backgrounds are engaged and immersed in exploring the universe for themselves



Direct connection to the NASA's science & missions



Girls STEAM Ahead with NASA



Our **aim** is to **empower public libraries and community-based organizations to engage girls and their families in STEM**



Program Facilitator Guide



EVENT ACTIVITIES & RESOURCES: DATA AND IMAGE PROCESSING

Pick and choose from this menu to build your own program. Explore other pages & pencil activities, computer-based activities, and more in our online Resource Catalog. We put together some Sample Scenarios on the following pages to get you started.

ENGAGEMENT	Amateur Database of Astronomical Images	Virtuality: Videos & Interactive - explore science content	<input type="checkbox"/> computer based activity <input type="checkbox"/> paper & pencil activity <input type="checkbox"/> both
BACKGROUND BUILDERS	Coloring the Universe	How to Talk to a Spacecraft: A Spacecraft's A Stream of 1's and 0's Reading Guide	NASA Observatory Communications Guide
EXPLORATIONS	Coloring the Universe with Fake Color Images (video)	Decoding Starlight: Middle School Path to Images Activity Handbook	How to Talk to a Spacecraft: Binary Code Activities, including Binary Bracelets, Name Tags, or Binary Dice (low-tech activities)
EXTENSIONS	Create Images with Raw Data	Decoding Starlight: High School Path to Images Activity Handbook	MacroObservatory: Observing with NASA's Curiosity and process your own image
REAL-WORLD CONNECTIONS	How do you Make a Picture of a Galaxy? (video)	NASA Astrophysics Challenge: Learn from Experts (video)	NASA Astrophysics Challenge: Learn from Experts (Pharoski) (video)
THINGS TO TRY AT HOME	A Universe of Making and Doing: Paper Circuits	Behind the Scenes with the Image: Making Circuits (activities)	MacroObservatory: Observing with NASA's Curiosity and process your own image
			Virtuality: Videos & Interactive
			Walking Among the Stars VR Experience

Activities and resources related to the topic

THEME 2: DATA AND IMAGE PROCESSING

NASA scientists explore how the universe works by gathering and analyzing data by some of the world's foremost ground-based and spaceborne observatories. But, how do you make images of things in space? Moreover, how do you make images of objects in space that are taken in a kind of light undetectable (not visible) to the human eye?

When a telescope captures data, they do not arrive as an assembled snapshot. Instead, the spacecraft streams data encoded in the form of 1's and 0's, which are eventually translated into various formats, including images. To understand this translation process, we need to discuss what astronomical data is - and is not. Satellite and spacecraft images are not really photographs, but pictorial presentation of measured data in different bands of the electromagnetic spectrum (i.e., radio, infrared, visible, ultraviolet, X-ray, gamma).

When a satellite observes an object in space, it captures minute light particles, or photons. These photons come down to Earth from the spacecraft via a network in the form of 0's. Scientific software then translates that data into an event table that contains energy and position of each photon that struck the detector during the observation. This data is further processed with software to form the visual representation of the object color image in their assembled from separate black and white images taken through filters.

Computer-aided data collection and processing is an essential part of research in ground-based telescopes. Scientists rely on computers, not only to do calculations but also to change data into images. Astronomers use telescope images to gather information about the universe. Coding and programming are a part of many astronomers' work in order to study the information from our space telescopes.

With the following NASA's Universe of Learning resources, your event participant:

- astronomical information and resulting images help inform scientists about and characteristics of objects in space.
- astronomical images are produced from data. The data is typically from light by telescopes.
- making astronomical images is a process, a translation of information from another.

Theme with background content for the facilitator

SCENARIO 2-3: CREATING ASTRONOMICAL IMAGES

Sample event scenarios

Background content for the facilitator

- Kid-friendly background on binary code - spacefacts.nasa.gov/binary-code/
- The meaning of light and color - bit.ly/3m0v0v0
- Illuminated Universe (<https://illuminateduniverse.org/>) - Blog posts about behind-the-scenes images from NASA Space Telescopes are created

MATERIALS

- Internet-connected computer with a large screen or display
- Images from ViewSpace or Amateur
- Coloring the Universe with Fake Color Images background text
- Resolving the Universe activity

OPTIONAL MATERIALS

- Coloring the Universe with Fake Color Images, Create Images with Raw Data, or Observing with NASA

TIPS AND ADAPTATIONS

Beginners/Young Learners: This scenario can be simplified by focusing more on Lessons 1-3 of the *Resolving the Universe* activity. Participants can explore coloring the flower images in Lessons 4-5. Lessons 6-8 can be done as a demonstration. Or, following Lesson 4, participants can change the word "rain" in the recorder link as something else in order to import and recode different images. Suggestions include ["/img/400x600-cat.com/](https://img.400x600-cat.com/) and ["/img/400x600-beach.com/](https://img.400x600-beach.com/).

Advanced Learners: Participants can complete additional image-processing activities using a web-based astronomical image analysis software, called JS-9, such as *Coloring the Universe* with Fake Color Images, *Create Images with Raw Data*, or *Observing with NASA*. Participants can also go further by completing *Unkenrad*, *Universe in 3D* activities such as *Coding the Stars*.

Virtual Learning: This scenario lends itself well to virtual learning because it is based primarily on computer-based resources that can be accessed by learners who have internet-connected computers at home. *Resolving the Universe* is packaged into separate lessons with accompanying videos, so this can be used as a self-guided activity for at-home learners. Depending on the presentation platform being used, participants can work in shared strategies and coding tips in breakout rooms. You can also find online tips for virtual presentations, such as *Memory, Virtual Speaking, and Covid-19* and *10 Tips for Giving Effective Virtual Presentations*.

Low-tech Learning: This scenario is based primarily on computer-based resources. The *Decoding Starlight* activities can be used in place of *Resolving the Universe* if they were not already used with participants as part of Scenario 2. If there is access to one internet-connected computer with a large screen or display, the activities can be replaced with pre-recorded expert talks that put the previous scenarios into context. Examples include *How do you Make a Picture of a Galaxy?*, *How to be a Scientist: Careers in Astronomy*, *TEDx Talk: How to Hold a Dead Star in Your Hand*, *Our Colorful Universe: Translating Cosmic Light*.


90 MINUTE OPTIONS

Depending on the needs and interests of participants, this event scenario can be extended by spending more time on each section of the *Resolving the Universe* activity. Participants can follow-up on images from the activity, like *Key 13* and *Kepler's Supernova Remnant*, to learn more about them. After spending some time working with *Resolving the Universe*, participants can access and recode raw astronomical data with activities such as *Coloring the Universe* with Fake Color Images, *Create Images with Raw Data*, or *Observing with NASA*.

Program Theme 2

Data and Image Processing





SCENARIO 2-1: BINARY CODE

OVERVIEW

Space telescopes "talk" to computers on Earth using binary code, a language based on 1's and 0's. Astronomy images represent the amount of light measured by the telescope's detectors. In this scenario, participants learn about binary code and how to write their name using tactile materials.

ACTIVITY LENGTH


60 minutes. See the following "Tips and Adaptations" for a 90 minute version.

TARGET AUDIENCE

Activities ideal for families and learners ages 12+, but can be adapted for younger audiences. These activities were created and tested with different youth audiences, including summative) ensured that these activities are engaging, relevant, effective, and fun for all audiences.

OPTIONAL MATERIALS

- [How to Talk to a Spacecraft: Binary Bracelets](#) - [handout](#), thin string or cording for bracelets.



MATERIALS

- Internet-connected computer with a large screen or display
- Images from [ViewSpace](#) or [AstroPix](#)
- [Observatory Communications](#) graphic
- [Andromeda Galaxy with a pixelated star image and/or What are pixels and how do they work?](#) video
- Printouts of blank grids
- Pencils, crayons/colored pencils
- [Recoloring the Universe: Decoding Starlight](#) activity
- [Multiwavelength image of Cassiopeia A](#)

OPTIONAL MATERIALS

- [Journey through an Exploded Star: Online Field Guide on Supernovae & Supernova Remnants](#)

SCENARIO 2-2: PIXELS TO IMAGES

OVERVIEW

Binary code is a language based on 1's and 0's and astronomy images are transmitted as a series of these numbers. These numbers translate into a series of "on's" and "off's" to indicate the presence and intensity of light collected from an object in the universe. In this scenario, participants explore how data from telescopes is translated into pixels for making astronomical images.

ACTIVITY LENGTH

60 minutes. See the following "Adaptations" for a 90 minute

TARGET AU

Activities ideal for far ages 12+, but can be adapted for younger audiences.

The "Recoloring Starlight" activity created and tested with different youth audiences, in Assessment' ensured that these activities are relevant, effective, and fun for all audiences.



SCENARIO 2-3: CREATING ASTRONOMICAL IMAGES

MATERIALS

- Internet-connected computer with a large screen or display
- Images from [ViewSpace](#) or [AstroPix](#)
- [Coloring the Universe with False-Color Images](#) background text
- [Recoloring the Universe](#) activity

OPTIONAL MATERIALS

- [Coloring the Universe with False-Color Images](#), [Create Images with Raw Data](#), or [Observing with NASA](#).

OVERVIEW

In this event scenario the audience will learn how black and white images are colorized using computers.

ACTIVITY LENGTH

60 minutes. See the following "Tips and Adaptations" for a 90 minute version.

TARGET AUDIENCE

Activities ideal for families and learners ages 12+, but can be adapted for younger audiences. The "Recoloring the Universe: Decoding Starlight" activities in this scenario were created and tested with different youth audiences, including summative) ensured that these activities are engaging, relevant, effective, and enjoyable for all audiences.



Did you know any of these resources?



Let us know in the chat! Also, feel free to drop any questions you have in the chat.

MicroObservatory

Promoting STEM Identity & Enabling Authentic Inquiry

Astronomers' Toolbox for the 21st Century:

1. Robotic (remotely operated) telescopes
2. Digital Data and Image Processing



Be an Astronomer (and Data Visualizer)



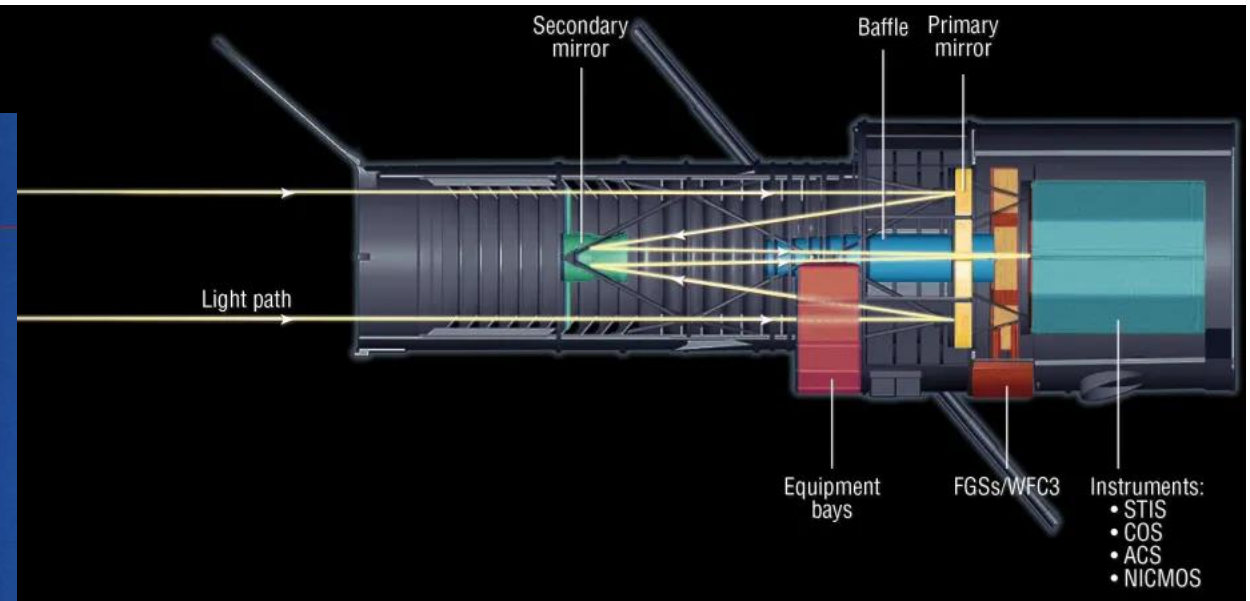
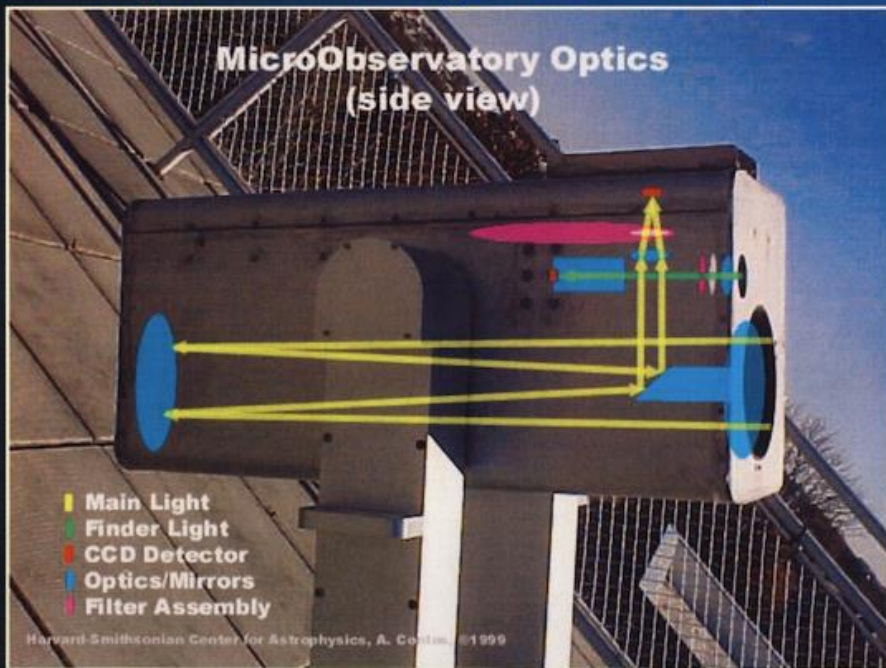
- Learning Goals: GSAWN Participants will...

- 1** Understand NASA imagery
- 2** Gain new astronomy knowledge
- 3** Practice data visualization skills
- 4** Learn science as they do science
- 5** Want to explore more
- 6** Build STEM identity over time

Reflecting telescopes that detect visible light



Optic Path (side view)



Let's send a command to one!

1. Choose Target
2. Set Exposure Time
3. Select Filter

MicroObservatory Robotic Telescope Network



Welcome to the MicroObservatory Robotic Telescope Network operated by Center for Astrophysics | Harvard & Smithsonian.

Explore

the Universe with telescopes you control over the internet!

Follow Us



The Summer Edition of **NASA's Astrophoto Challenges** is LIVE! Submissions Due August 5th.

MicroObservatory Access Portals

 <p>OBSERVING WITH NASA MicroObservatory for everyone!</p>	 <p>DIY Planet Search Exoplanets for everyone!</p>	 <p>YouthAstroNet</p>	 <p>MicroObservatory Online Telescopes Full access legacy portal Login required</p>
--	---	---	---

[Recent Image Directory](#) | [JS9-4L Image Application](#) | [YouthAstroNet Portal](#) | [Privacy Statement](#) | [Contact Us](#)

CENTER FOR **ASTROPHYSICS**
HARVARD & SMITHSONIAN

NASA'S UNIVERSE OF **LEARNING**



MicroObservatory is operated by the Center for Astrophysics | Harvard & Smithsonian with generous funding from NASA and NSF.

© Copyright 2024 Smithsonian Institution. All Rights Reserved.




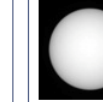




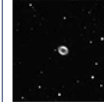
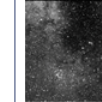
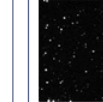
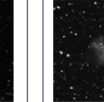
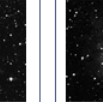
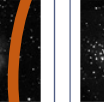
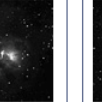
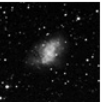
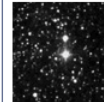
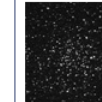
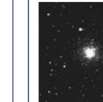
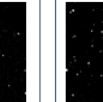


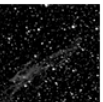

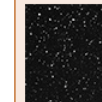
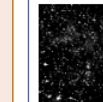
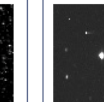
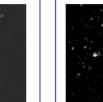
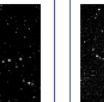
Select Your Target

The telescope will take an image of your selected target.
Prior to selecting your target, you can click on the thumbnail to see a detailed view.

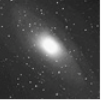
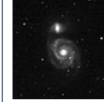


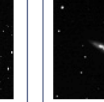
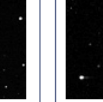
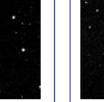
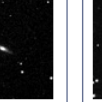
Solar System

 Moon OBSERVE	 Saturn OBSERVE	 Mars OBSERVE	 Sun OBSERVE
---	--	--	---

Stars & Nebulae



 Hercules Cluster OBSERVE	 Ring Nebula OBSERVE	 Milky Way OBSERVE	 Sagittarius A OBSERVE	 Dumbbell Nebula OBSERVE	 Trifid Nebula OBSERVE	 Lagoon Nebula OBSERVE	 Eagle Nebula OBSERVE
 Crab Nebula OBSERVE	 Cyg X-1 OBSERVE	 Messier 46 OBSERVE	 Messier 15 OBSERVE	 Beehive Cluster OBSERVE	 CQ Cep OBSERVE	 Delta Cephei OBSERVE	 Beta Lyrae OBSERVE
 Veil Nebula East OBSERVE	 Veil Nebula West OBSERVE	 Cassiopeia A OBSERVE	 Rosette Nebula OBSERVE	 TCoronae Borealis OBSERVE	 SS Cygni OBSERVE	 Helix Nebula OBSERVE	

Galaxies & Beyond


 Andromeda Galaxy OBSERVE	 Whirlpool Galaxy OBSERVE	 Pinwheel Galaxy OBSERVE	 Messier 81 OBSERVE	 Messier 82 OBSERVE	 3C 273 OBSERVE	 NGC 4013 OBSERVE	 NGC 254 OBSERVE
---	--	---	--	--	--	--	--

Adjust Your Telescope Settings

The options you choose will be sent to the telescope and it will take your image tonight using these settings.

  **Lagoon Nebula**
Object Type: Star forming region Distance: 4100 light-years Constellation: Sagittarius

Field of View ?

 **Normal View - 1°**
Good setting for most objects

There is only one field of view option for this object.

Exposure Time ?

0.1 seconds

1 second

30 seconds

60 seconds

Filter Selection ?

No Filter
all light let through

Red Filter
only red light let through

Green Filter
only green light let through

Blue Filter
only blue light let through

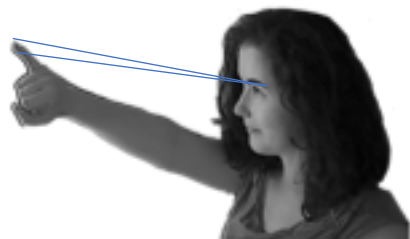
Multiple Filters
multiple images to make color picture

CONTINUE

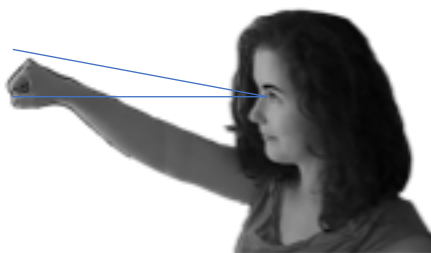
Field of View (measured in degrees)



1° ~ your pinky
fingernail



0.5° ~ half of your
pinky fingernail



10° ~ your fist

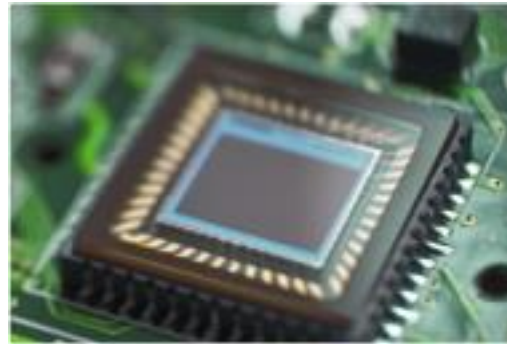
Field of View ?

	Normal View - 1° Good setting for most objects <input type="radio"/>
	Zoom View - 0.5° Best for objects that have a small angular size <input type="radio"/>
	Wide View - 10° Best for objects that cover a wide area of the sky <input type="radio"/>

How Long the Shutter Stays Open



The longer the **Exposure Time**, the more photons of light fall on the digital detector



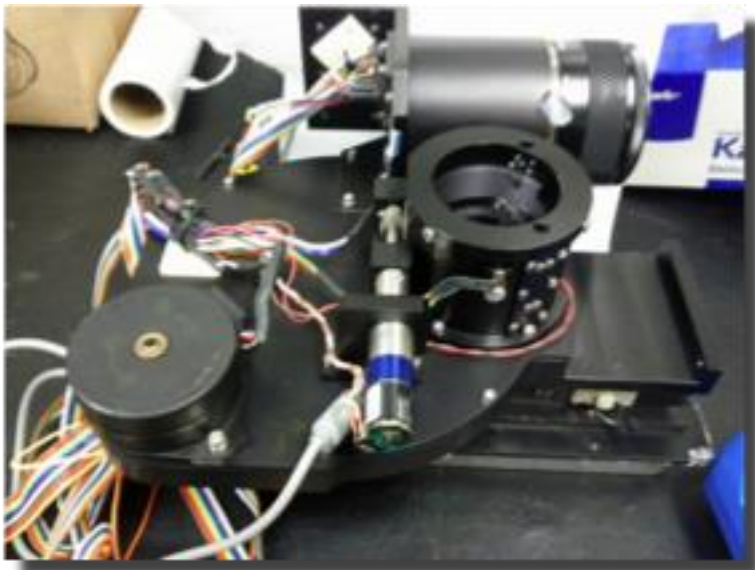
Exposure Time ?

	0.1 seconds	<input type="radio"/>
	1 second	<input type="radio"/>
	30 seconds	<input type="radio"/>
	60 seconds	<input type="radio"/>

Filter Wheel



The digital detector does NOT "see" in color



Filter Selection ?

- No Filter**
all light let through
- Red Filter**
only red light let through
- Green Filter**
only green light let through
- Blue Filter**
only blue light let through
- Multiple Filters**
multiple images to make color picture



CONTROL TELESCOPE



PROJECTS & ACTIVITIES



TRAINING & RESOURCES



ANALYZE IMAGES



NEWS & VIEWS



ABOUT MICROOBSERVATORY

Choose Target → Adjust Settings → Provide Information → Submit

Provide your contact information

Please provide your email address. We will send you your target image as soon as it is ready.

We also ask you to provide us with additional information so we can learn more about who is using this web site.

Email Address:

Age: 41-65 ▾

Gender: Prefer not to say ▾

State: MA ▾

How often have you used these telescopes?

How would you rate your astronomy knowledge?
0 is "no knowledge at all" and 10 is "astronomer"

May we contact you in the future about your MicroObservatory use?
Yes

- choose
- ✓ First time today
- 2-5 times
- 6-10 times
- More than 10 times

0 if

SUBMIT

[HOME](#) - [SITE MAP](#) - [CREDITS](#) - [PRIVACY](#)

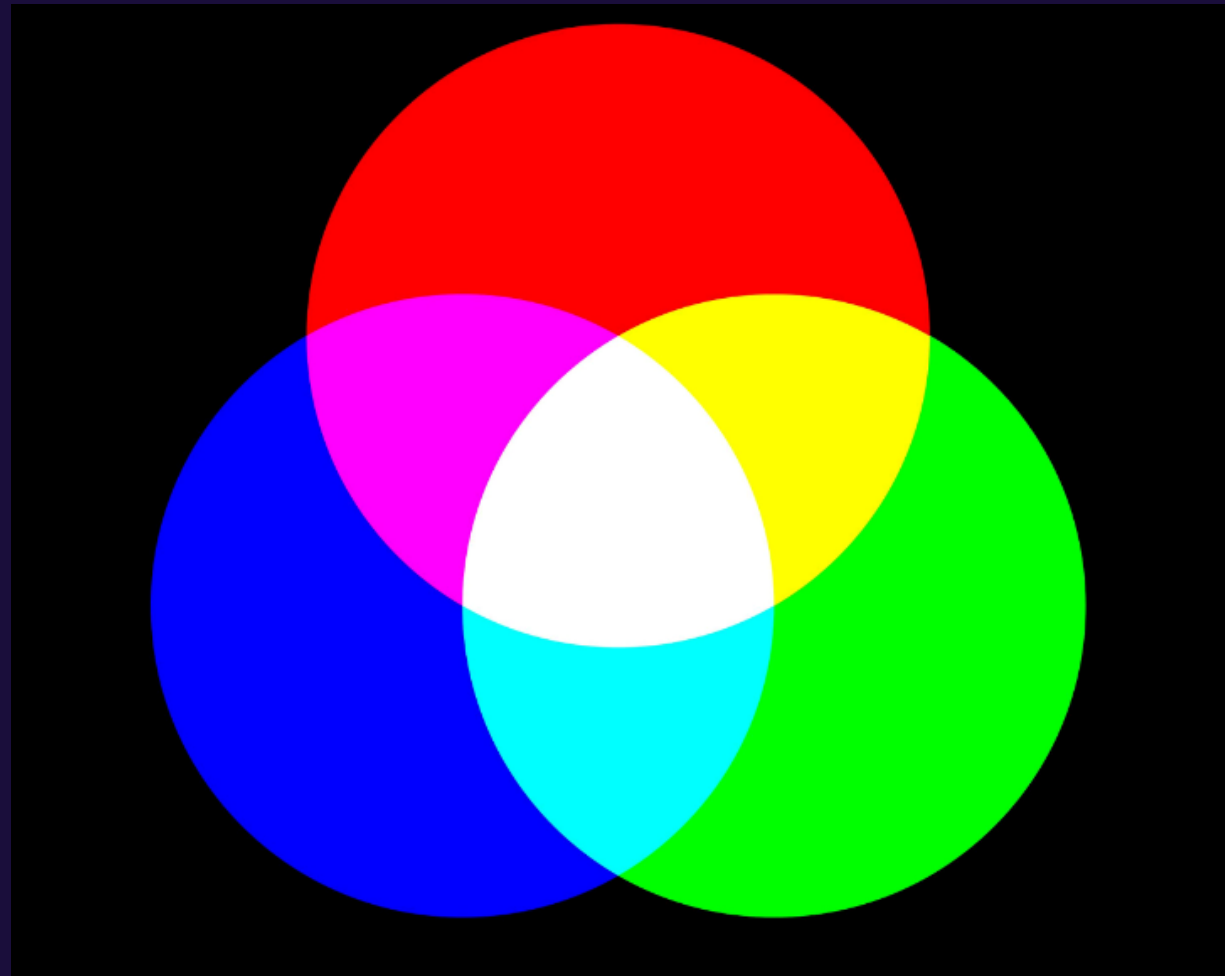




A word about light, color and filters

Make a prediction

Do NOT look through any of the colored gels before making your prediction!

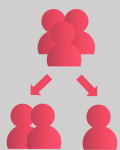




How would you facilitate taking images with MicroObservatory?

What questions do you have?

How might you engage your participants' interests and ideas around the use of these telescopes?



Discuss with other facilitators!

DIGITAL IMAGE PROCESSING



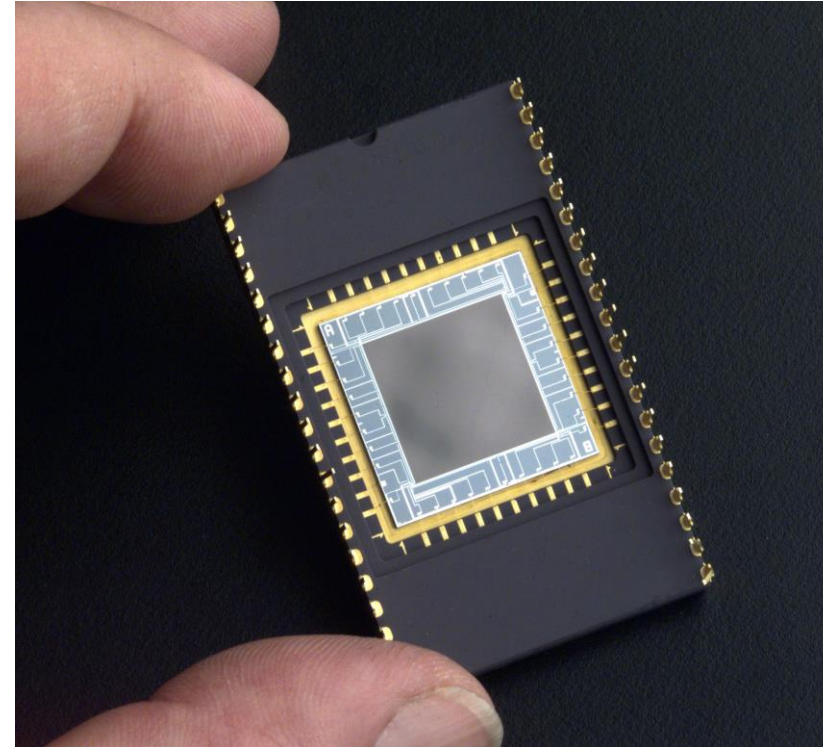
- **What does data from a telescope look like?**

What does data from a telescope look like?



Supernova Remnant
Image Grid

	A	B	C	D	E	F	G	H	I	J	K
1	0	1	1	1	1	1	1	1	1	1	1
2	2	5	35	42	48	48	50	51	46	18	7
3	23	36		35	30	27	21	31	38	13	0
4	41	43	24	8	216	155	126	120	54	21	3
5	36	58	37	44	36	20	33	105		23	4
6	32	60	34	106	12		18	96	24	50	17
7	24	65	32	141	41	17	12	126	64	67	21
8	18	69	36	237		146	155	114	22	74	6
9	16	75	38	34	26	12	14	21	77	37	4
10	8	71	63	54	42	23	64		31	16	2
11	3	3	2	1	0	0	2	0	1	0	0



Legend

Average number of photons	< 40	40-80	81-120	121-160	>160
Color					

What does data from a telescope look like?



Supernova Remnant Image Grid

	A	B	C	D	E	F	G	H	I	J	K
1	0	1	1	1	1	1	1	1	1	1	1
2	2	5	35	42	48	48	50	51	46	18	7
3	23	36		35	30	27	21	31	38	13	0
4	41	43	24	8	216	155	126	120	54	21	3
5	36	58	37	44	36	20	33	105		23	4
6	32	60	34	106	12		18	96	24	50	17
7	24	65	32	141	41	17	12	126	64	67	21
8	18	69	36	237		146	155	114	22	74	6
9	16	75	38	34	26	12	14	21	77	37	4
10	8	71	63	54	42	23	64		31	16	2
11	3	3	2	1	0	0	2	0	1	0	0

Legend

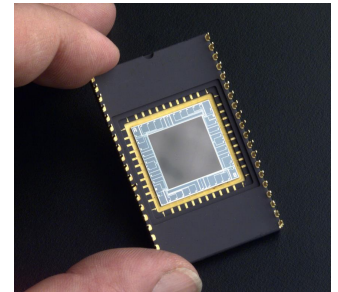
Average number of photons	< 40	40-80	81-120	121-160	>160
Color					

Supernova Remnant Image Grid

	A	B	C	D	E	F	G	H	I	J	K
1	0	1	1	1	1	1	1	1	1	1	1
2	2	5	35	42	48	48	50	51	46	18	7
3	23	36	52	35	30	27	21	31	38	13	0
4	41	43	24	8	216	155	126	120	54	21	3
5	36	58	37	44	36	20	33	105	62	23	4
6	32	60	34	106	12	138	18	96	24	50	17
7	24	65	32	141	41	17	12	126	64	67	21
8	18	69	36	237	212	146	155	114	22	74	6
9	16	75	38	34	26	12	14	21	77	37	4
10	8	71	63	54	42	23	64	79	31	16	2
11	3	3	2	1	0	0	2	0	1	0	0

Legend

Average number of photons per sec	< 40	40-80	80-120	120-160	>160
Color					



Digital Image Processing with JS9



CONTROL TELESCOPE PROJECTS & ACTIVITIES TRAINING & RESOURCES ANALYZE IMAGES NEWS & VIEWS ABOUT MICROOBSERVATORY

JS9-4L:astronomical image display

Video Tutorials Request Your OWN Telescope Image Replay Guided Tour MICROOBSERVATORY IMAGE DIRECTORY

Archived Images My List Image Tools Zoom Scale Color Region Analysis

Information
Image Displayed: *LagoonNebula161012021630.FITS*
Pixel Value:(347)
Physical Location:(-115 , 414)

Controls

Low Brightness Limit: 331

High Brightness Limit: 1597.050

Stretch/Contrast: 1.6

Shift/Bias: 0.5

332 335 340 350 370 409 488 647 982

[View these tutorials to learn how to use this software](#)

CONTROL TELESCOPE PROJECTS & ACTIVITIES TRAINING & RESOURCES ANALYZE IMAGES NEWS & VIEWS ABOUT MICROOBSERVATORY

JS9-4L:astronomical image display

Video Tutorials Request Your OWN Telescope Image Replay Guided Tour MICROOBSERVATORY IMAGE DIRECTORY

Archived Images My List Image Tools Zoom Scale Color Region Analysis

Information
Image Displayed: *Cas_A_Chandra_high_energy.FITS*
Pixel Value:(1)
Physical Location:(430 , 246)

Controls

Low Brightness Limit: 0

High Brightness Limit: 30.95000

Stretch/Contrast: 1

Shift/Bias: 0.5

0.03 0.09 0.21 0.46 0.95 1.92 3.84 7.73 15.42

[View these tutorials to learn how to use this software](#)

Digital Image Processing with JS9



JS9-4L:astronomical image display

Video Tutorials | Request Your OWN Telescope Image | Replay Guided Tour

Archived Images | My List | Image | Tools | Zoom | Scale | Color | Region | Analysis

Information

- Image Displayed: *Cas_A_Chandra_high_energy.FITS*
- Pixel Value: (1)
- Physical Location: (430 , 246)

Controls

- Low Brightness Limit: 0
- High Brightness Limit: 30.95000
- Stretch/Contrast: 1
- Shift/Bias: 0.5

View these tutorials to learn how to use this software

[Bit.ly/JS9Image](https://bit.ly/JS9Image)

Cassiopeia A – RGB image from X-ray data

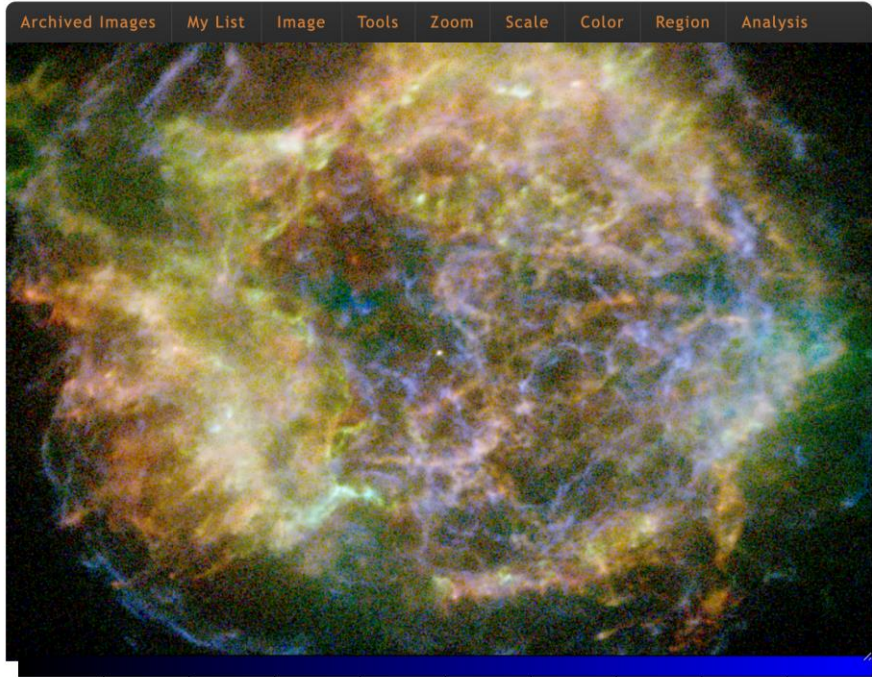


CONTROL TELESCOPE | PROJECTS & ACTIVITIES | TRAINING & RESOURCES | ANALYZE IMAGES | NEWS & VIEWS | ABOUT MICROOBSERVATORY

JS9-4L:astronomical image display

[Video Tutorials](#) | [Request Your OWN Telescope Image](#) | [Replay Guided Tour](#) | MICROOBSERVATORY IMAGE DIRECTORY

Archived Images | My List | Image | Tools | Zoom | Scale | Color | Region | Analysis



Information

Image Displayed:
Cas_A_Chandra_high_energy.FITS

Pixel Value:(1)
Physical Location:(430 , 246)

Controls

Low Brightness Limit
- 0 +

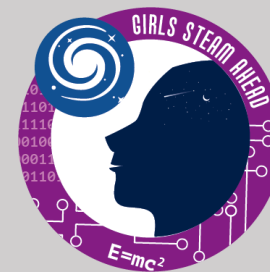
High Brightness Limit
- 30.95000 +

Stretch/Contrast
- 1 +

Shift/Bias
- 0.5 +

0.03 0.09 0.21 0.46 0.95 1.92 3.84 7.73 15.42

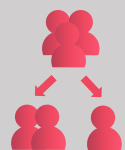
[View these tutorials to learn how to use this software](#)



What questions do you have?

How might you encourage participants to do some sense-making around their images?

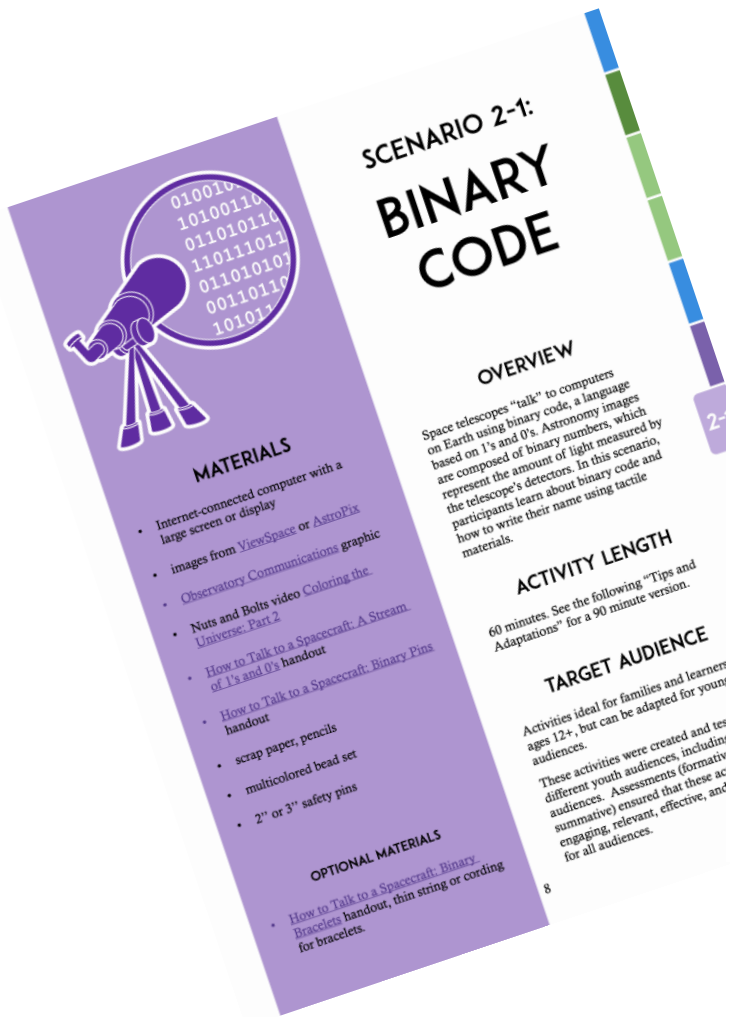
How could you facilitate participants sharing their image masterpieces with peers/ community, others?



Discuss with other facilitators!

Program Theme 2

Data and Image Processing

SCENARIO 2-1: BINARY CODE

OVERVIEW

Space telescopes "talk" to computers on Earth using binary code, a language based on 1's and 0's. Astronomy images are composed of binary numbers, which represent the amount of light measured by the telescope's detectors. In this scenario, participants learn about binary code and how to write their name using tactile materials.

ACTIVITY LENGTH

60 minutes. See the following "Tips and Adaptations" for a 90 minute version.

TARGET AUDIENCE

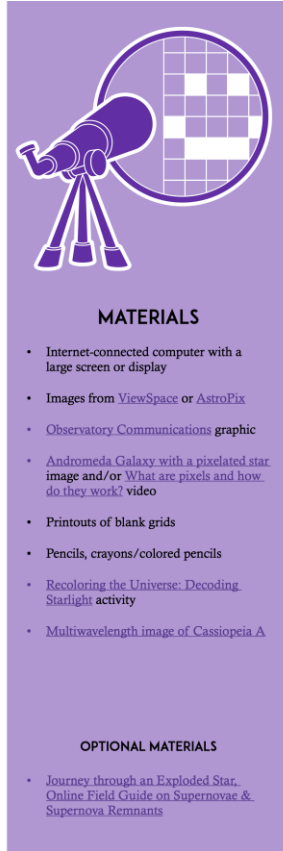
Activities ideal for families and learners ages 12+, but can be adapted for younger audiences. These activities were created and tested with different youth audiences, including summative (formative and summative) ensured that these activities are engaging, relevant, effective, and fun for all audiences.

MATERIALS

- Internet-connected computer with a large screen or display
- Images from [ViewSpace](#) or [AstroPix](#)
- [Observatory Communications graphic](#)
- [Nuts and Bolts video Coloring the Universe, Part 2](#)
- [How to Talk to a Spacecraft: A Stream of 1's and 0's](#) handout
- [How to Talk to a Spacecraft: Binary Pins](#) handout
- scrap paper, pencils
- multicolored bead set
- 2" or 3" safety pins

OPTIONAL MATERIALS

- [How to Talk to a Spacecraft: Binary Bracelets](#) handout, thin string or cording for bracelets.



SCENARIO 2-2: PIXELS TO IMAGES

OVERVIEW

Binary code is a language based on 1's and 0's and astronomy images are transmitted as a series of these numbers. These numbers translate into a series of "on's" and "off's" to indicate the presence and intensity of light collected from an object in the universe. In this scenario, participants explore how data from telescopes is translated into pixels for making astronomical images.

ACTIVITY LENGTH

60 minutes. See the following "Tips and Adaptations" for a 90 minute version.

TARGET AU


Activities ideal for far ages 12+, but can be adapted for younger audiences. The "Recoloring Starlight" activity created and tested with different youth audiences, in Assessment ensured that these activities are relevant, effective, and fun for all audiences.

MATERIALS

- Internet-connected computer with a large screen or display
- Images from [ViewSpace](#) or [AstroPix](#)
- [Observatory Communications graphic](#)
- [Andromeda Galaxy with a pixelated star image and/or What are pixels and how do they work?](#) video
- Printouts of blank grids
- Pencils, crayons/colored pencils
- [Recoloring the Universe: Decoding Starlight](#) activity
- [Multiwavelength image of Cassiopeia A](#)

OPTIONAL MATERIALS

- [Journey through an Exploded Star, Online Field Guide on Supernovae & Supernova Remnants](#)



SCENARIO 2-3: CREATING ASTRONOMICAL IMAGES

OVERVIEW

In this event scenario the audience will learn how black and white images are colorized using computers.

ACTIVITY LENGTH

60 minutes. See the following "Tips and Adaptations" for a 90 minute version.

TARGET AUDIENCE

Activities ideal for families and learners ages 12+, but can be adapted for younger audiences. The "Recoloring the Universe: Decoding Starlight" activities in this scenario were created and tested with different youth audiences, including formative and summative assessments (formative and summative) ensured that these activities are engaging, relevant, effective, and enjoyable for all audiences.

MATERIALS

- Internet-connected computer with a large screen or display
- Images from [ViewSpace](#) or [AstroPix](#)
- [Coloring the Universe with False-Color Images](#) background text
- [Recoloring the Universe](#) activity

OPTIONAL MATERIALS

- [Coloring the Universe with False-Color Images, Create Images with Raw Data, or Observing with NASA](#).

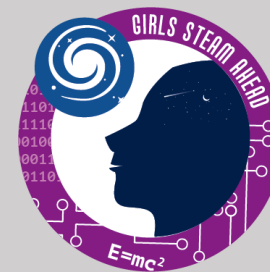
NASA's ASTROPHOTO CHALLENGE

Cassiopeia A – Summer 2024



**GSAWN Program
Opportunity:**

**Winter 2024/2025
Dec 2024 – Feb 2025**



How can you plan an event around this?



Let us know in the chat!

Did you like this webinar?

Let us know using the QR code below





Learn more:

<https://www.universe-of-learning.org/gsawn>

Contact us:

girlsSTEAMahead@universe-of-learning.org

Request a NASA Subject Matter Expert for your event:

<https://www.universe-of-learning.org/informal-educators/request-an-expert>

This product is based upon work supported by NASA under award number NNX16AC65A to the Space Telescope Science Institute, working in partnership with Caltech/IPAC, Center for Astrophysics | Harvard & Smithsonian, and Jet Propulsion Laboratory.

Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Aeronautics and Space Administration.

