



THE FUTURE OF SPACE

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE



[To access the full programme - Click Here](#)

As space exploration increasingly embraces commercial ventures, Ireland's entry into the space race brings forth a multitude of critical issues and opportunities. Designed for post-primary learners, this program offers a comprehensive overview of the challenges and benefits associated with this evolving frontier. From understanding the economic impact of space exploration to grappling with ethical considerations, learners will gain insight into the complexities of this exciting new era. Join us as we navigate the intersection of commerce, technology, and exploration in the cosmos. Through bespoke content, interactive activities, STEAM activities and discussions, learners will gain a deeper appreciation for humanity's quest to explore the cosmos and the role it can play in shaping its future.

Learning Objectives:

- Gain a foundational understanding of space exploration
- Explore Economic and Technological Impacts:
- Engage with Ethical Considerations:
- Develop Critical Thinking and Problem-Solving Skills:
- Connect Global Issues to Space Exploration:
- Prepare for Future Careers in Space:
- Incorporate Indigenous Perspectives:

The 7 linked modules are:

1. Introduction to Space Science
2. Space Leadership for the 21st Century
3. Space Laws and Governance
4. Space Enterprise and Careers
5. Space Design and Technology
6. Introduction to Indigenous Futures
7. The Future of Space Design
 - a. Problem to Pitch Space Challenge
 - b. Space Challenge Briefs
 - c. Global Goals Case Studies
 - d. Space 4 Earth Space 4 All

These modules collectively cover the following Sustainable Development Goals: SDG8: Decent Work and Economic Growth; SDG 9 Industry, Innovation and Infrastructure; SDG10 Reduced

Inequalities; SDG12 Responsible Consumption and Production; SDG17 Partnerships for the Goals.

External Expertise:

Module concept and development: Dr. Anita McKeown

Peer Review and Recommendations: Rebecca White and Dr Jessica Garska

- Dr Anita McKeown, FRSA, FIPM, MEI [Future Focus21c](#) - is an award-winning artist|scholar and STEAM educator, co-designing values-based leadership through education and community processes. She works at the intersection of art, creative placemaking and technology: Open Source Culture and Technology (ethical and ecological implications) and STEAM education, across a range of interdisciplinary projects, processes and partnerships
- Rebecca White, UCD Earth Institute, [Future Focus21c](#) and Head of Learning, The Ocean Race. Rebecca is an award-winning learning developer, consultant and trainer, focusing on circular design thinking, STEAM learning and professional development for place-based learning.
- Dr. Jessica Garska, is an educator and curriculum developer who specialises in integrating academic literacies, translanguaging, and Global English into her teaching and research. She designs curricula that emphasise place-based, project-focused, and student-led learning, ensuring that students actively engage in their education. With a strong commitment to sustainability, Dr. Garska uses environmental science to create interdisciplinary learning experiences that address global challenges.

For more information or to access online support in integrating the programme into your existing teaching please contact: hello@futurefocus21c.com