Open to Primary School and Lower Secondary School students.





TAKE A STEP INTO THE UNKNOWN AND EXPAND YOUR IMAGINATION ON WHAT LIVING ON SPACE WILL BE LIKE IN YEAR 2030!

WHAT DO YOU THINK ARE SOME OF THE PROBLEMS FACED?
IDENTIFY A PROBLEM AND PROVIDE A SOLUTION USING THE DESIGN
THINKING FRAMEWORK.





30.04 SATURDAY | 23:59 PM SUBMISSION LINK WILL BE CLOSE SCAN QR CODE TO SUBMIT!



Top 100 students with the most creative pictorial writing will each receive a \$20 Starbucks Gift Card.





<u>SCI-FI ZICTOZIRL</u> WZITING

Take a step into the unknown and expand your imagination on what living on space will be like in Year 2030!

What do you think are some of the problems faced?

Identify a problem and provide a solution using the Design Thinking Framework below. In each of the steps in the Design Thinking Framework, write 1-3 sentences to describe the scenario.

Bonus: Extra points awarded when you submit a drawing/illustration of your solution/invention and how it will be used in space to address the problem identified.

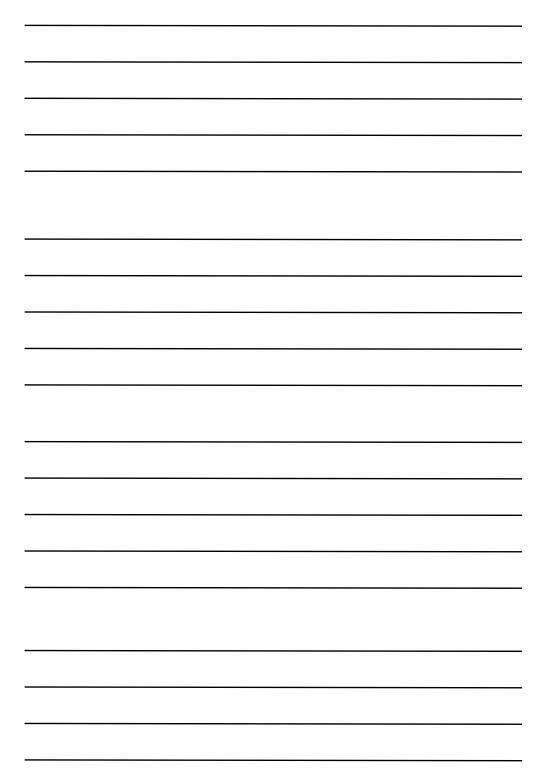
Complete and upload your submission via https://www.2aspiresq.com/spacepictorialwriting

















SCI-FI PICTORIRL WRITING

To help you kickstart your writing, here is an example on how you can use the Design Thinking Framework to build your story.



I am a space explorer and would like to travel

freely in space. I wish to move around and

explore the different asteroids in space.

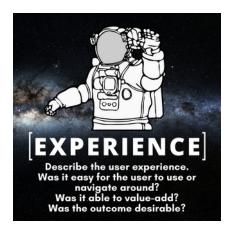


However, it takes too much time to travel back to
the space station whenever I need to eat or sleep.



Having a tiny space house that can follow me as I

travel would be great. The house attached with tiny
rockets connected via WiFi will make this work.



I am happy with this invention. I can rest, sleep
and explore in the comfort of my tiny space house.



