

# Team Project Summaries

Suggested team projects are provided below to focus on different aspects of *Ocean Challenge Live!* Each team project is linked to a weekly lesson. Assign students to work in groups to take responsibility for the projects. Organize a “team of the week” approach, scheduling one group to report its findings to the class each week. This can be a full-class presentation.

Use the project summaries below and the corresponding Team Project Guides as you organize students and assign tasks. It is also suggested that each team be invited to give a brief update once a week. Schedule at least one collaboration session weekly so groups can update their work.

## History Team Project

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Learn about and report on ocean explorers and trade.

- Collect information from history textbooks, encyclopedias, navigation resources, and the Internet to demonstrate the ways in which shipping has changed in the past three centuries.
- Compare challenges faced by explorers from the past to the challenges faced by Rich Wilson today.

## Nutrition & Health Team Project

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Learn about and report on the food, water, medical, and sleep needs of the *Great American II* crew. Keep in mind that there is no refrigeration on board; water is desalinated; and Rich has severe asthma.

- Find out the average adult male’s needs in terms of nutrition, then determine the needs of an individual doing strenuous work almost 24 hours a day. Do climatic changes affect these nutritional needs? If so, in what way?
- Contact a health professional, pharmacist, or the American Lung Association to obtain information about the causes, treatment, and health risks of people with severe asthma.
- Research essential sleep requirements and recommend a “watch” system for Rich while sailing the *Great American II*.

## Navigation Team Project

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Learn about and report on navigation methods, weather systems, and climate patterns.

- Plot the weekly position of *Great American II*. Calculate distance traveled and average speed, and predict future positions.
- Research the various climates and ocean currents *Great American II* will pass through, including trade winds that affect the speed and direction of the boat.
- Find out the distance/direction to the nearest landmasses.

## Geography & Environment Team Project

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Research and report on the physical features and environmental concerns of the regions that the *Great American II* passes.

- Collect information, from atlases and encyclopedias, about the regions traveled and countries passed along the route. This research can be divided among the team members with each member taking a few weeks' locations to study.
- Learn about and report on the environmental issues facing the oceans and countries that the *Great American II* passes. Include such contributing factors as: fishing and shipping industries, weather, balanced vs. unbalanced marine ecosystems, land-based pollution from industrial growth, oil drilling etc.

## Energy & Mechanics Team Project

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Learn about and report on electricity generation (solar, wind, diesel generator) and use (lights, computers, radios, autopilots, desalinator, etc.). Report on the mechanics (sails, ropes, and pulleys), flotation, structure, and materials of the *Great American II*.

- Collect information on basic elements of sailboats. Find out more about trimarans and the advantages and disadvantages of monohulls and multihulls.
- Determine strategies to conserve energy on board and deal with unexpected energy needs.

## Information Team Project

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Collect and distribute pertinent data and information to the other teams regarding the voyage. Maintain a timeline.

- Seek daily information and data from all available sources (newspapers, encyclopedias, people interviewed, the sitesALIVE! website, etc.)
- Listen to the daily audio updates to get information about the trip and sense the crew's mood. (All the teams on a rotating basis could share this responsibility.)
- Maintain a timeline display for the duration of the voyage. This should include items collected from the other project teams.
- Create and post information on a chart and bulletin board display under the titles 'Focus of Saturday Update,' 'Significant Events from the Daily Audio Updates,' and 'Stateside Information.'

## Weather Team Project

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Learn about and report on the weather systems and climatic patterns that affect the *Great American II*'s journey.

- Use the sitesALIVE! website to collect information and report on the air temperature, sea temperature, wind direction and velocity, and rainfall.
- Document the occurrences of storms that the *Great American II* experiences.
- Find out how the climatic patterns affect the weather changes.

## Marine Life Team Project

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Research and report on the vast array of marine life found in the regions through which the *Great American II* passes.

- Find out about the variety of vertebrates (fish, reptiles, marine mammals, birds) and invertebrates that populate the oceans along the journey. Learn about food chains, food webs, and migratory routes that any of these animals may take.
- Collect information on various marine-related industries based near the regions in which Rich will travel and the impact these industries may have had on local marine life. Include fishing, whaling, oil exploration, and shipping.
- Record wildlife sightings and encounters reported by Rich.

## Teamwork Team Project

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Learn about and report to the class on the biographies of the *Great American II* boat and shore-based crew. Include their mental, physical, academic and emotional strengths and abilities. How do their strengths contribute to their teamwork?

- Collect information about the progress and problems of *Great American II* from the sitesALIVE! website. Be sensitive to the feelings that Rich's voice communicate.
- Find out about how industries employ a team approach to produce products (e.g., Toyota Manufacturing). How does this apply to Rich and his shore crew?
- Create a guide for successful teamwork projects.

## Communications Team Project

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Research and report on the radio and satellite transmission systems on board the *Great American II*. Compose weekly updates for the crew about local and national events "on shore."

- Find out how radio and satellite communications work and what their respective advantages are. Compare the frequencies the crew uses to those used for television and FM radio.
- "Digest" the newspaper and keep a record of summarized reports to be sent to Rich. Topics can include national and international events, politics, and sports. You might also include the significant local news that directly affects people's lives in your own community.

## Book & Movie Team Project

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Write the story of the voyage in book form, then create scenes and dialogue for a movie or play.

- Use information from the sitesALIVE! website and information from other student teams to write this story.
- Students with a special interest in art may work as illustrators on this team.