



Running It as a Class Project

The design route — for senior and college classes, October to January



Read this before you plan anything. Competitive entry is open only to people aged 18 or over on Friday 29 January 2027. This guide is written for classes where that is true of the students who will submit. **If your students are under 18 they cannot enter — but they can decide who wins. Use the Reader Pack instead; it carries seventy of the hundred points.**

1 • What your students actually make

Recording	One unbroken take: slate, ungloved set, glove display and dexterity check, then gloved set. About three minutes, four at the most. No talking, captions or edits.
Reference card	One page showing all five meanings — movement and final position for each — clear enough to learn in sixty seconds. The entry name goes on it; nothing else identifying does. Graphic design is not assessed.
Design rationale	500 words maximum: system logic, safety distinctions, camera and orientation choices, glove considerations, a comparison against at least two existing signal systems, and what self-testing changed.
Self-Test Log	The recognition experiment the team runs themselves. See section 3 — this is the part that catches classes out.
AI statement	What generative AI was used for, what it recommended, and what the team accepted, rejected or changed. Required even where none was used. Disclosed use is never itself a penalty.

Each is a gradeable artefact, mapping onto design, evidence, communication, iteration and ethics. See B1 for the standards alignment.

2 • The term

Month	What happens
October	Registration opens during World Space Week, 4–10 October. Register teams early — see section 4. Students read E2 and the Rules, then start designing.
November	Designs take shape. This is the month to line up outside test subjects — not December. Confirm your gloves.
December	Self-testing and revision. The mistakes testers make are the point of the exercise, not a setback.
January	Equivalency requests by Friday 8 January if needed. Record, complete the paperwork and submit. Submission has been open since October, and a team can replace what it sent up to end of day Friday 29 January 2027.
After	February verification, March final, findings published in May. Teams keep their video live and unchanged at the same URL through 31 May 2027.

Roughly six to ten hours of student work across three months. It need not run as a continuous unit.

3 • Two rules that catch classrooms out

Your students cannot test on each other. Anyone who has seen a signal system is disqualified as a test subject for it — the same rule that governs official readers. In a class doing this project, every student will have seen every design. Each team needs at least three people from outside the class who have never seen their system. Arrange this in November. A team that reaches December with no eligible testers cannot complete a valid Self-Test Log, and an incomplete log makes an entry ineligible to advance.

Your class cannot read its own entries. For the same reason. Another class in your school can — which is worth arranging, because it roughly doubles what your school contributes. You will never be told which entries came from your school, including your own.

4 • Places are capped — register early

The field is capped at the number of entries that can be read properly, and registration closes when the cap is reached or on the closing date, whichever comes first. A class of thirty in teams of four is about eight entries — a meaningful share of the field.

- Each team registers separately. There is no bulk or class registration — a teacher cannot hold places on students' behalf.
- Every registrant is told immediately whether they hold a place or a waitlist position. Register in the first week of the window.
- Each team needs an entry name plus a second choice. It may not be a personal name, a school name or a team name — it appears in the published report.
- Teams may be one to four people. There is no scoring advantage either way.

5 • What your class needs

Gloves	One pair per team meeting the published standard in E5, or an approved equivalent arranged in advance. Buy one pair first and run the paper test before you buy the rest.
A camera	A phone is fine. One unbroken take, no editing.
A YouTube account	Videos are uploaded Unlisted — not Public, not Private — and the link submitted. Age requirements for account holders are the student's own to meet.
Outside testers	At least three per team who have never seen that team's system. No lab, no travel, no software.

6 • What the Academy does and does not do

- We do not grade your students. Academy scoring ranks entries against each other; your grade is yours to set against your own rubric.
- We hold entrant registration details, including date of birth — that is the entrant's own relationship with us, not the school's.
- Entries are anonymised at intake. Readers and judges see an entry name and ID, never a school or a person.
- Every completed entry is read cold, scored, ranked and named in the published report. Finishing earns that, not winning.

7 • Before you commit the class

- Confirm submitting students turn 18 on or before Friday 29 January 2027.
- Line up outside testers in November — another class, a club, families, staff.
- Register teams in the first week of October.

- Decide whether another class in your school will First Read, and say so early.
- Read the Rules and Regulations — where anything here differs, the Rules govern.

Questions: info@SpaceGamesFederation.com · Rules, FAQ and registration at signalsofspace.org

Signals of Space is an Equal Space™ Challenge of the Space Athletics Academy®, a programme of the Space Games Foundation. Where anything here differs from the published Rules and Regulations, the Rules govern.

Class Project Guide · E1 · Signals of Space, Season 2026–27 · Aligned to Rules v4.6