In today’s classroom, it is harder and harder to get our students interested and excited about math. So we thought, why not use what they are interested in, such as movies, television, and video games, to introduce real world problems for them to consider. In this talk we will present one such activity that uses the pop culture phenomenon, Star Trek. Star Trek was a television series in the sixties, with the modern reboot becoming a billion dollar movie franchise. For our activity, we use the episode Trouble with Tribbles, from the original TV series, to motivate our problems. First, the students create models to draw conclusions based on the given assumptions. More importantly however, the students then look at the assumptions made and see if they themselves make sense; and if they don’t, can we believe our conclusions? (Received August 17, 2016)