

Impromptu Design Challenge

- LEVEL:** Middle/Elementary School
- DESIGN TYPE:** Impromptu
- DESIGN TEAM COMPOSITION:** 2-4 students per design team

DESIGN CHALLENGE:

The objective of the Impromptu Competition is to:

- Encourage teamwork.
- Develop interpersonal and group skills.
- Develop communication skills.
- Learn to make good decisions with limited information and time.

MATERIALS:

- Materials will be provided the day of the competition at the team's assigned time.

CHALLENGE RULES:

Teams will be required to work together as a team to solve a problem. Since this is an impromptu competition, instructions will be given out at the event.

SCORING:

Scoring will be based on time and accuracy.

Awards will be given for 1st, 2nd and 3rd place design teams.