

Engineering Olympics

- Students will collaborate on engineering challenges with a specific outcome in mind
- Students will write about their creative process and the design steps they go through
- Students will analyze data related to their outcome comparing it to other team's data
- Students will reflect on their process and product to suggest modifications

Pallet to Project

- Students will safely and efficiently disassemble a pallet to obtain project raw materials
- Students will evaluate the raw materials and create drawings of the pieces to be created
- Students will measure, mark and have cut necessary pieces for their projects
- Students will write detailed instructions for assembly of their projects
- Students will assemble their projects to a completed form.
- Students will utilize experts in the field to assist in the completion of their project

Inventor 2

- Students will build upon their Inventor program knowledge
- Students will discover new functions of the Inventor program
- Students will design and create a project that utilizes higher level functions of the Inventor program
- Students will 3D print a final product that serves a purposes or solves a problem

Maker Innovation

- Students will engage in the development of their own project idea
- Students will create a physical project from given materials
- Students will write Scratch code to accompany their physical project
- Students will use Makey Makeys to link their code to their physical project
- Students will share their project with a larger community of people through a digital sharing format.