Engaging Girls in Engineering through Art and Reading

2017 POPCORN FEST CANDY PLAYGROUND CHALLENGE

Looking for a fun way to celebrate the Popcorn Festival and put all that candy from the parade to good use? Try this engineering design challenge. You can do it just for fun, or you can submit an entry to our contest and win $50 off EGEAR camp registration fees for the summer 2018 (see eligibility details below).

OBJECTIVE:

Design a miniature playground out of candy. Your playground must have at least two, but no more than four features (e.g., slides, monkey bars, etc.), and most importantly should be really fun!

MATERIALS:

1. Candy (any variety)*
2. Coffee grounds or coffee beans
3. Paper straws
4. Paper cups
5. Newspaper or packing paper
6. Toothpicks
7. Tape
8. String
9. Rubber bands
10. Paper clips or binder clips

Mini figures playing on your playground are optional!

*All entries must be built from candy of some kind

CONTEST RULES:

1. Girls currently in 1st through 4th grades are eligible to **submit one design entry,** and be entered into a drawing to receive a $50 discount off registration for the 2018 EGEAR Summer Camp. Please refer to our website for camp details http://www.valpo.edu/college-of-engineering/egear-summer-camp/
2. The playground must be **entirely** designed and built by an **eligible applicant**.
3. The playground may use **only** the materials specified the materials list, but does not need to use all of them, except **all entries must incorporate candy in some way**.
4. All entries must be received no later than **December 31st** to be considered in the camp discount drawing. Drawing winners will be announced in early January.
5. Most importantly HAVE FUN!!!

CONTEST ENTRY:

Submit all entries (see website for entry form) to egear@valpo.edu with the following:

1. **Sketches & lists of initial ideas and brainstorming:** What would be fun to play on at a playground? Is there anything you wish your playground had that it doesn't?
2. **Photos of fantastic failures:** Is there something you tried to build and it JUST. DIDN'T. WORK? Congratulations! Failure is one of the most effective ways of learning about our physical world. Capture your failures and try to hypothesize why what you tried didn't work the way you thought it would.
3. **The final design (photos & written description, or a short video):** Failure is only an effective teaching tool if you keep trying and testing new ideas! So how did you adjust your ideas after trying something that didn't work? Include a photo and final description (written, or a short video) of your final design and how it transformed from your initial idea to your final product.

NOTE: No photos or videos from the design contest will be shared outside of EGEAR Camp Staff for any reason without written permission from parents/guardians. If you wish to grant permission to use submitted photos, videos, or both, please indicate this in your entry.