Science, Technology, Engineering, Math DESIGN CHALLENGE

Sector Planning

Create 3-D invitations, simple recipes, automatons, and stringed instruments for the Design Challenge Showcase!

- Builder's Showcase

Build better shelter & structures to protect and help people and animals in need.



Mission: . . . Solar System

Design landing gear, a robotic arm and lunar rovers as you tackle real-world

🔆 Arcade Challenge

Create working video games, arcades with electrical features to entertain the crowd at the showcase

Science, Technology, Engineering & Math are increasingly digital, networked and rapidly changing. To meet the recommendations of the National Academy of Sciences and the National Governor's Association agenda for STEM, the Lincoln Intermediate Unit STEM Advisory Council is improving the STEM skills to better prepare our local students for 21st century college and career expectations through a design challenge.

BILLERBECK

LIU STEM DESIGN CHALLENGE at James Buchanan High School July 13 - 16, 2015 Ages 9 - 12 9:00 AM - 3:00 PM

Learn the Design Process

Build—Test—Re-evaluate—Design

Expand Thinking Become Innovative Learn from Mistakes Develop Engineering Skills Work as a Team Communicate

21st Century Skills: Among the most critical academic disciplines for success in a 21st century work force are those involving Science, Technology, Engineering and Math (STEM).

College & Career Ready: It has been reported that more than a million jobs will open up that require specialized technology skills in the next seven years, according to the U. S. Labor Statistics—But there won't be enough qualified college graduates to fill them.

PA Green Jobs Report: Pennsylvania is among the states with the highest number of green jobs. Potential jobs will be in energy efficiency, renewable energy clean transportation, pollution prevention & environmental cleanup. Design is involved in all of these jobs..

All student designs will be showcased on June 28th in the afternoon. Plan to celebrate with your student and see what they have learned!

ΡA

3 5 0

OXFORD

STREET

NEW

NUENT

Π

6 5

Help Shape the Future and Join a Design Team

Brainstorm, Design, Build, Test and Re-design

All sessions will be taught by certificated educators.



Event Planning Challenge

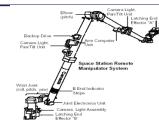
A great party or event has food, fashion, entertainment and atmosphere. In this challenge students will plan the Design Challenge Showcase and create all the elements needed to pull off a great event. It will take teamwork to build a band of stringed instruments that are tuned to different pitches and play a simple melody. Paper engineering will be utilized to make invitations and puppets with moving parts. The challenge requires the team to plan a simple menu for the event.



Build-a-Band



Shelter



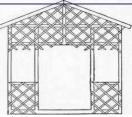
Robotic Arm



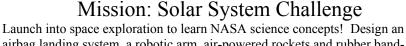
Video Games

Builder's Showcase Challenge

Build it better! Design a structure to protect people from tornadoes, carriers for wheel chairs or crutches, speedy shelter for emergencies, or a device to deliver a care package safely to disaster areas. Building cranes, towers, bridges and objects to scale are other challenge options in this category. Through trial and redesign your child will be challenged by the laws of physics and gravity as they prepare for a Builder's Showcase.



Structures



airbag landing system, a robotic arm, air-powered rockets and rubber bandpowered rovers. Exploring solar heat and magnetic fields are other options in this challenge category that is structured around real-world engineering applications. Through the design process, teamwork, and hands-on problem solving, students will be challenged to be creative problem solvers who design things that matter for the Design Showcase!



Lunar Rover

Arcade Challenge

What game shall we play? That is up to you! Build buzz boards, zip lines, launchers, and marble runs to create a dance pad, target games, mini roller coaster, or a new carnival game. Through the design process of brainstorm, design, build, test, and re-design create a Carnival to showcase the games created during the week!



REGISTRATION INFORMATION

Child's Name:		School Entity:		
Address:Street		City	State	Zip
Phone #:	Email:	C	hild's Age	/Last grade completed
You may mail completed r		•	ney order, for \$18	•

Lincoln Intermediate Unit 12 Attn: Bobbye Dillman P.O. Box 70 New Oxford, PA 17350 **Questions?** Phone (717)624-6401 Email: <u>bkdillman@iu12.org</u> Fax: 717-624-6589





Registration Form

Camp Location: July 1	.3-16, 2015 at	James Bucha	nan HS – Tus	arora SD
Camp Time: 9	9 am - 3 pm	For Studer	nts Ages 9 - 12	
*Certified teachers	with current Penr	nsylvania clearano	ces lead the camp	*
Option 1: Secure online Regi	stration at: <u>http</u>	://goo.gl/8Ehwv	<u>h</u>	
Make your Payment via Payl You will use <u>designchallenge@iu1</u>			Pal.	
Option 2: Paper Registra	tion			
Child's Name:	C	amp Location: <u>Jan</u>	nes Buchanan HS, T	<u>Fuscarora SD</u>
Address:		City	State	Zip
Phone #:	Email:	(Child's Age	_/
Please indicate which (ONE)) Design Challenge y	our child would lik	e to participate in f	Birthdate or the week.
C Event Planning		O Build	ler's Showcase	
O Mission: Solar Syst	tem	\bigcirc Arca	de	
Return completed registra	ation form with	n \$180 paymen	t per student t	D:
LIU #12 Attn: Bobbye Dillman P.O. Box 70 New Oxford, PA 17350	Checks payab	-	<i>ns?</i> Phone (717)6/ Email: <u>bkdilli</u> Fax: (717)624	man@iu12.org
Registration Guidelines: Registrations will be accepted through Jul Registrations will be processed in the order A registration is complete when the registr Payment may be made via Pay Pal, chee Registration forms may be returned via on Participation will be confirmed through e- Following confirmation, medical forms Refunds will be granted in the following in	er they are received. ration form and payment- ck, or money order. I-line form or US mail. Imail or US mail. <u>E-mail,</u> must be completed and	if available, will be the	primary method of comn	unication.
Full refund up to June 19th 50% refund up to June 26th <u>No</u> refund anytime after July 3rd				