

STEAM CARDBOARD CARNIVAL ARCADE

4th Grade

Name(s): _____

Dear Parents,

As a STEAM challenge our students will be designing and creating their own original carnival game using cardboard boxes. The game must be able to be played. Students must develop a way to earn points and keep a score. They must develop a ticket system to play the game. Students will use the “Engineering Process” to create and test their game as well as make improvements to their game.

Suggested Materials (not limited to)

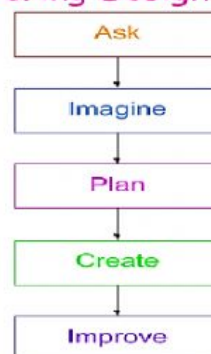
Cardboard, rubber bands, popsicle sticks, cardboard tubes, index cards, paper clips, tape, paper cups, paper plates.

Here is a link to give you an idea of what is expected.

Caine's Arcade:

<https://youtu.be/falFNkdq96U>

Engineering Design Process



Ask:

What's the problem? _____

Imagine:

Plan: Write any ideas for your design. Create a diagram; draw and label a picture to help.

Use this box to draw and label a diagram of your game. You may attach an extra page if this is not enough space.

Create: Make a prototype and test it out!

Improve:

Fix any problems and improve your prototype
to make it better. List any improvements that you need to make.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.