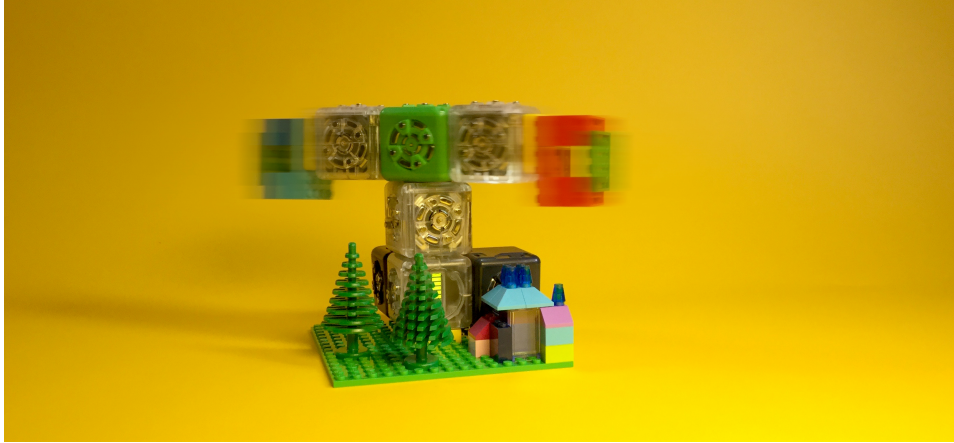


Designing, Building and Marketing an Amusement Park Ride



Day 1

- First, your team must brainstorm ideas for an Amusement Park Ride you could design and build using the Cubelets.
- You will need to work collaboratively together and can manage your team in any way you can all agree on.
- Sketch out your ideas and make predictions about the configurations of the Cubelets using the knowledge you have acquired about how robots sense, think, and act.
- You must use the design process, testing and retesting, until you are satisfied with your plan.
- When you have built your prototype make a sketch of it and label your drawing.

Day 2

- If your team is satisfied with your prototype then you are ready to begin thinking about how you will convince the Amusement Park Panel that they should build your ride.
- As a team, brainstorm ideas about how you will convey to the panel why you think they should choose your ride for their park.
- Your team needs to figure out how you will present your ideas to the panel.
- Make sure everyone has a role to play in marketing your ride.
- Create the necessary items you will need to present to the panel.
- Practice your presentation.

Day 3

- On this day your team should be ready to make their presentation – good luck!
- When it is your turn to sit on the panel you will carefully listen to the ideas of the other presenters.
- As a member of the panel you will need to consider each team's ideas and ask them questions to further your understanding in order to determine if their plan sounds feasible and attractive to your clients.
- Even though you may want your ride to be chosen, give each team a fair and respectful turn as you listen to their presentation.