

## BRIEF EVENT DESCRIPTIONS

### **Aerodynamics** (All grades; 1-2 participants each grade)

Participants will build and fly paper airplanes for distance, time, and accuracy.

### **Feathered Friends** (All grades; 1-2 participants each grade)

Participants will be tested on bird identification by sight and sound, anatomy, life history and habitat.

**iRobot** (Grades 2 & 3; 1-2 participants each grade) Participants will be tested on their knowledge of basic computing and robot automation concepts, including software, their understanding of how computers and robots solve problems, and their ability to create a simple program that can be uploaded to the ozobot to complete an objective.

### **iCompute** (Grades 4 & 5; 1-2 participants each grade)

Participants will be tested on their knowledge of basic computing concepts, including hardware and software, their understanding of how computers solve problems, and their ability to create a simple program.

### **Mystery Architecture** (All grades; 1-2 participants each grade)

Each team will be given a bag of materials to build a structure that can support a ball. The tallest structure wins.

### **The Human Machine** (All grades; 1-3 participants each grade)

Take a journey through the human body to find out what you are made of and how all the parts work together to keep you humming! Teams will answer questions pertaining to basic human anatomy and physiology and then move through a series of stations that address the organ system(s) of focus for that year, which is the musculoskeletal system.

### **On Target** (All grades; 1-3 participants each grade)

Each team will build missiles, using straws as the missile body (materials are provided by WESO). The accuracy of the missiles launched indoors at a fixed target will be tested.

### **Potions** (All grades; 1-2 participants each grade)

Each team will answer questions about basic chemistry concepts and complete several simple chemistry experiments, exercising basic lab skills and safety procedures.

**Read It, Build It** (Grades 2 & 3, 1-2 participants in each grade)

This version of *Write It, Build It* for younger students focuses on following written and graphical instructions. Students will follow provided, grade-appropriate instructions to construct an object from fun materials.

**Write It, Build It** (Grades 4 & 5; 2-4 participants each grade)

Group A will be shown a “picture” made from materials and will write a description of it. In a separate room, Group B will be given the pieces of the “picture” and Group A’s written description. This event tests a team’s ability to clearly communicate in writing between Group A and Group B and to follow directions. The team with the most pieces placed correctly wins!

**Zip-A-Dee-Doo-Dah** (All grades; 1-3 participants each grade)

Given a few household materials, each team will construct a cable car capable of safely carrying a ping-pong ball down a zip line. The objective will be to achieve a target runtime which will be revealed on the day of the event. There will be a short written portion testing the physics concepts of the zip line.

**Pentathlon** (All grades; 5 participants each grade)

Five athletes from your team will compete in this event that combines a physical challenge relay with the ability to do arithmetic, estimate, and interpret data visualizations. Between each leg of the physical challenge, students will need to answer a math-based question to hand off the baton to their teammate.