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| **Activity 5.7 Instant Challenge: Choremaster** |

Introduction

There are many ways to solve a problem. Sometimes it is as simple as applying a piece of duct tape. Other times it takes months or years for a product to progress from an idea into full-scale production. In this activity your team will quickly design a product to perform a household chore using the available materials.

In this activity your team must think of a common household chore, then create a gadget to make that chore easier to perform. After the allotted time, your team will present a performance of your chore to the rest of the class.

Equipment

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| * Ziplock bag of items
* 5 Craft Sticks
* 12” Wire
* 12” masking tape
* 3 paper clips
 | * 3 paper plates
* 1 plastic pipe
* 1 shoe (supplied by the group)
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Procedure

1. Divide into teams with direction from your teacher.
2. Your team will agree on a common household chore to create a product (2 minutes).
3. Your team will define the problem, generate concepts, and develop a solution (12 minutes).
4. Your team will construct and test a prototype (12 minutes).
5. Your team will present the solution to the class (2 minutes).



Scoring

Your team may receive points for the following.

* Creativity: Up to 10 points for creativity in the design and use of materials.
* Teamwork: Up to 10 points for how well your team works together.
* Performance: Up to 10 points for how well the product completes the chore.

**Conclusion**

1. What were the major obstacles to selecting a solution?
2. How could you improve the effectiveness of your team?