

Moving Along

(When the team enters the room, tell them this is a hands-on problem.)

This is a two-part problem. In part 1, you will have 5 minutes to build a solution and practice. In part 2, you will have 3 minutes to accumulate score. You may ask questions at any time after I finish reading this problem, but time will continue.

Your problem is to move this stuffed animal as far across the line as possible without the stuffed animal ever touching the floor.

You will be given materials to help move your stuffed animal. No other materials may be used and you cannot alter the setup.

When part 2 begins, you will place your stuffed animal behind the line before starting an attempt to move it.

When moving the animal, no team members may cross the line at any time. If a team member crosses the line, that attempt will not count and you must start a new attempt.

You may make as many attempts as you wish, but only the furthest attempt will count. If the animal touches the floor, that attempt is over and a judge will mark the spot and you may then make another attempt. You may cross the line to retrieve the stuff animal.

Part two will end at the end of time or if the team asks to be scored before time is over.

Score will be as follows:

Each inch the stuff animal travels past the line without touching the floor: 2 points

Creativity of how the team moves the stuff animals: 1-20

Teamwork 1-20

For Judges Only

Tape a line on one side of the room. You want to give the team as much space as possible, but keep in mind they will need room to work behind the line.

Give the team a beanie baby sized stuffed animal. If you want to make the problem more or less difficult you can increase or decrease the size of the stuffed animal.

Give the team the following materials (if you change the size of the stuffed animal, you will want to also change the sizes of the materials)

1 coffee can 1 piece of paper 2 rubber bands 1 paper plate

1 yard stick 2 large magic markers 1 ladle 1 small piece of cardboard