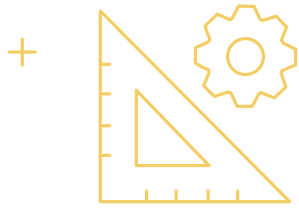




Inspiring Children to Engineer A Brighter Future

Introducing Engineering Game

For more information please contact steps@engineersireland.ie



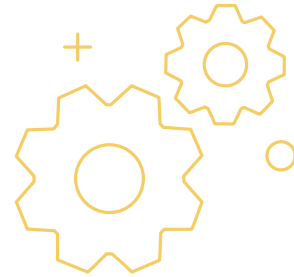
Introducing Engineering Game

Step-by-Step Instructions

Time: 25mins plus

Materials to hand out to each team

- 1 set of Map and cut-outs
- Blotack (half pack)
- Scissors (1 per person)
- Pencils (1 per person)
- Colouring pencils/crayons (a few per team)
- Rough work paper



Introduction

The Game is to introduce the idea that engineering is everywhere – and there are many examples all around you in your community. It will make the students aware of how much engineers have impacted their lives.

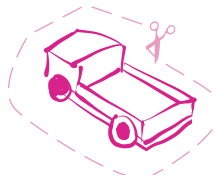
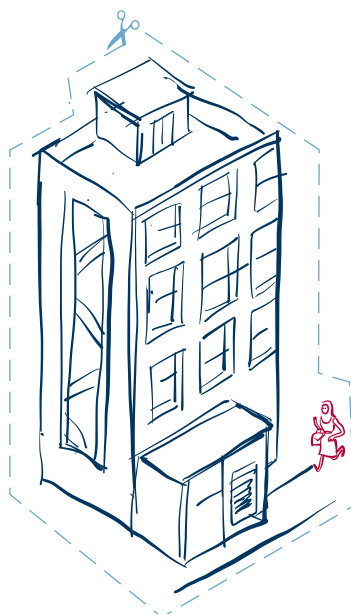
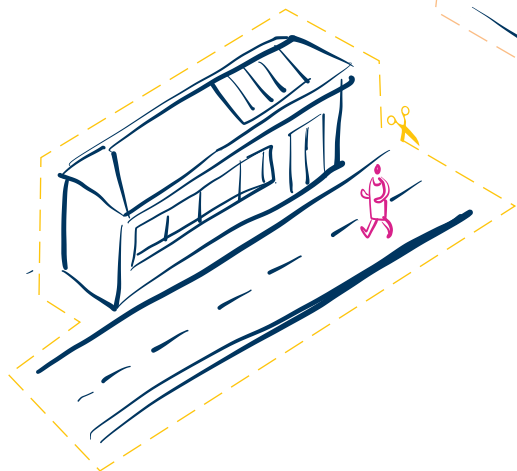
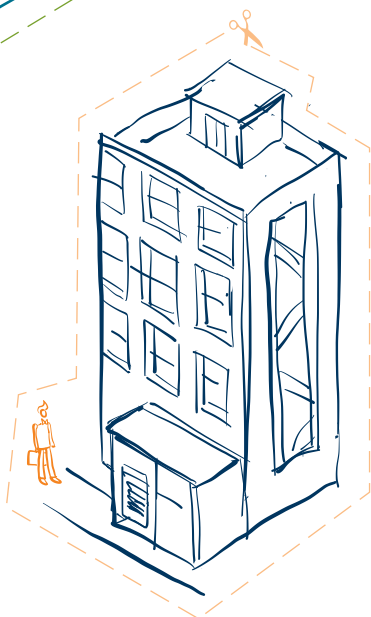
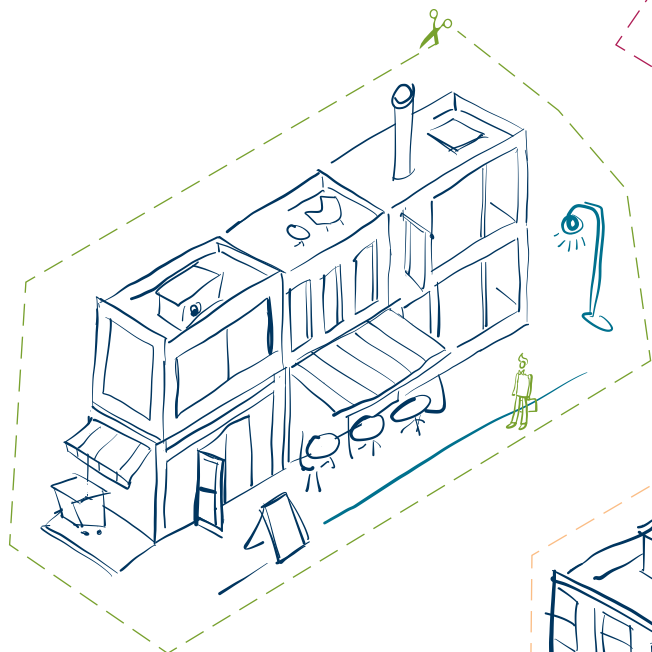
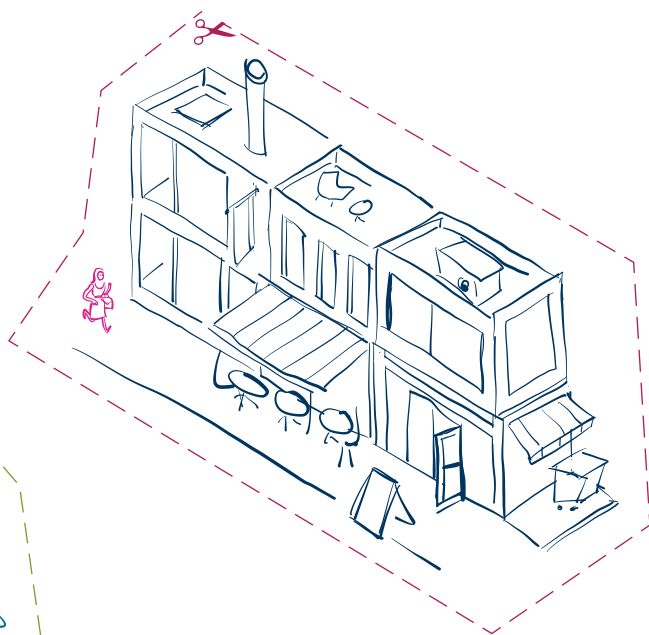
Step-by-Step Instructions

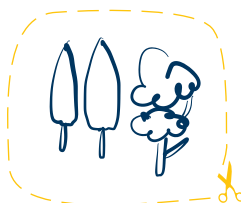
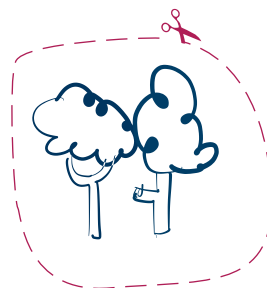
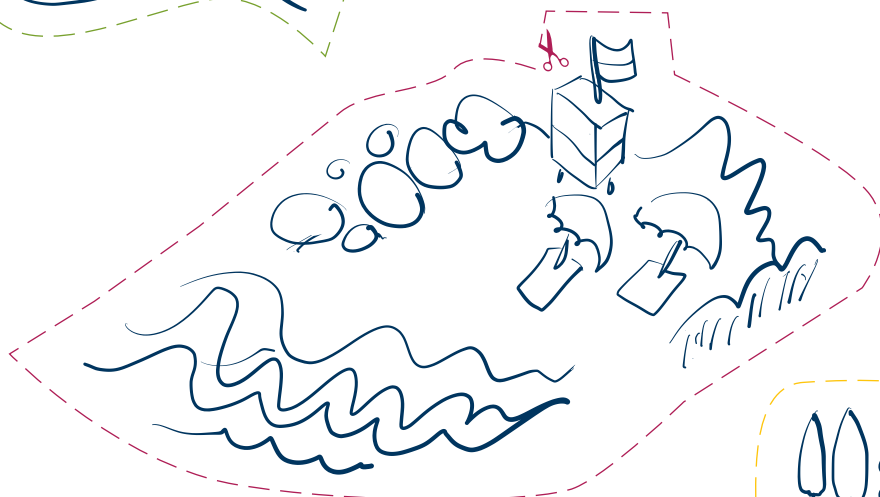
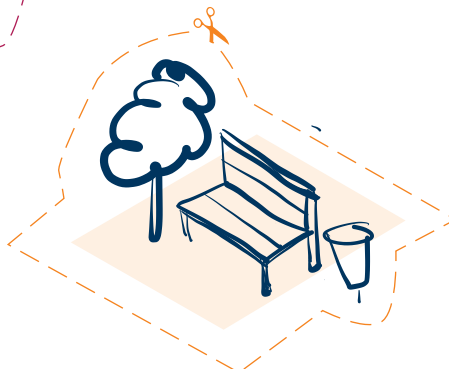
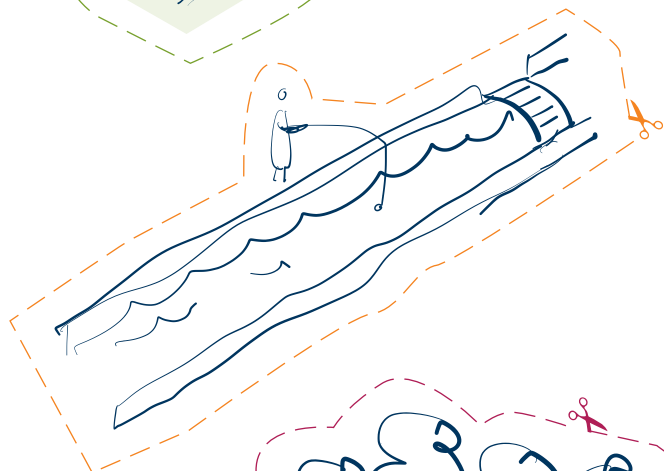
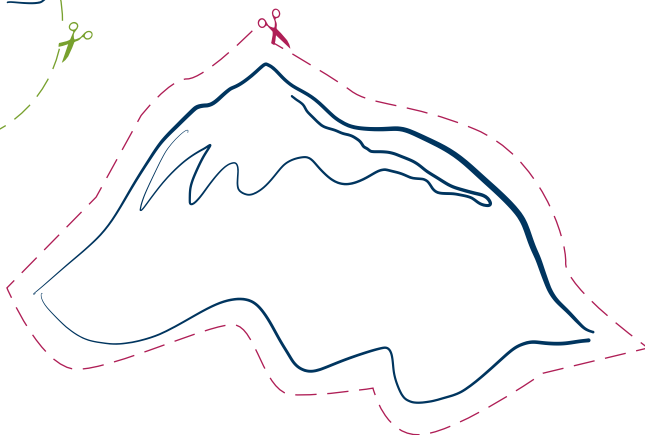
1. Hand out materials to each team.
2. Tell them that the building in the middle is their library.
3. Tell them this is a competition to see how many examples of engineering each team can think of in their locality.
4. Ask them to look at the cut outs on the pages and to build up a picture of the locality using the cut-outs – remind them **It does not have to be perfect!** Give them 10 minutes to do this.
5. Depending on students age, they might like to colour in the cut-outs if they like or they can do it late.
6. Can they think of any other engineering examples that are not included? – Draw these in the blank cut-outs (these could include examples discussed in the Engineering game like biomedical examples, phones or technology, powerplants, transport, planes, trains – let them be imaginative!)
7. Give them 8 minutes to do this. After 6 minutes tell them they have 2 mins left
8. When time is up – ask them to count how many examples of engineering they have included.
9. Shout out the number.
10. Ask the team with the most examples to pick a person to stand up and show the group their community drawing – and to pick out the examples of engineering they included.
11. Has any other team got different examples? Who has the most creative examples?
12. Conclude with giving a prize (pen or otherwise) to the winning team and a spot prize to the most creative example team. Reiterate that the point is that there are examples of engineering everywhere around you – engineers have made a real difference to your lives and in many cases made your lives much easier.

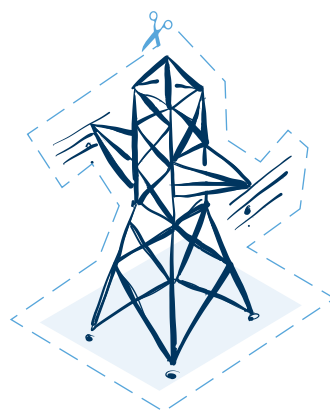
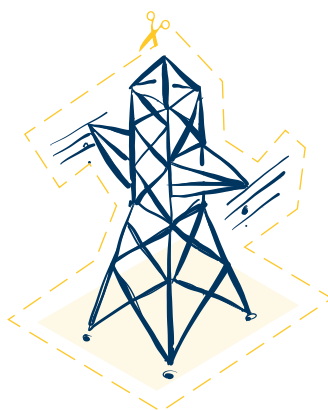
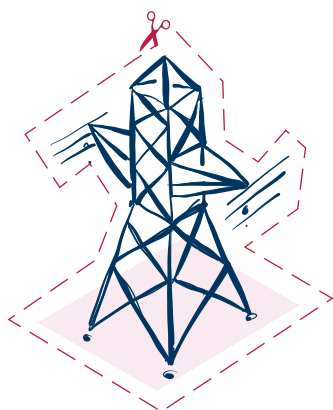
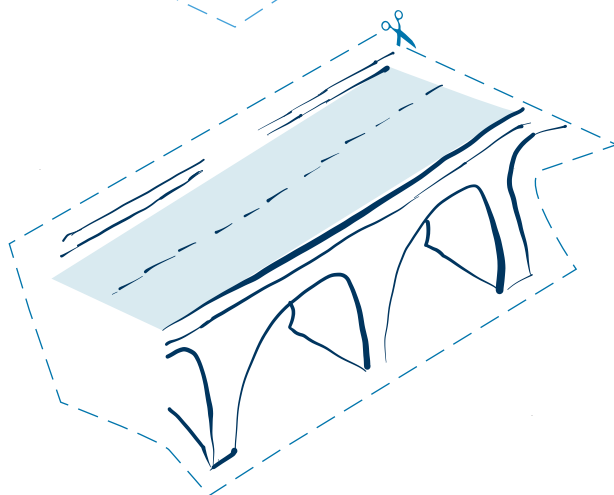
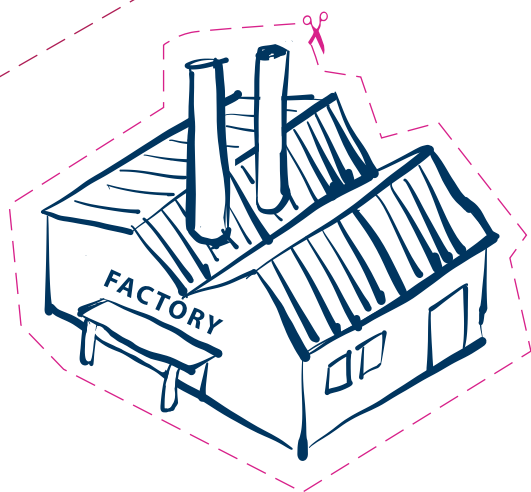
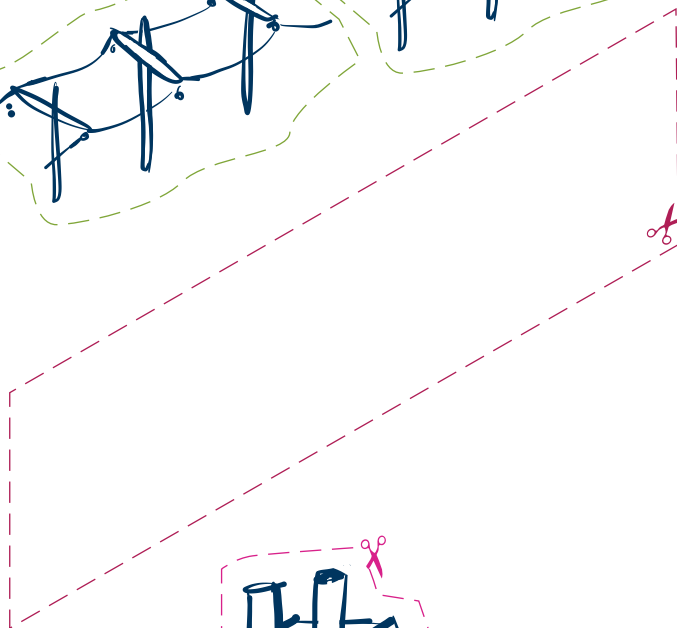
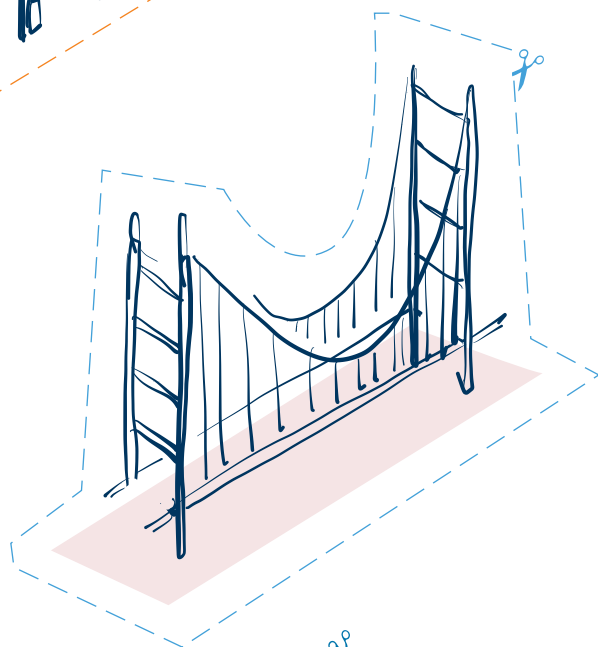
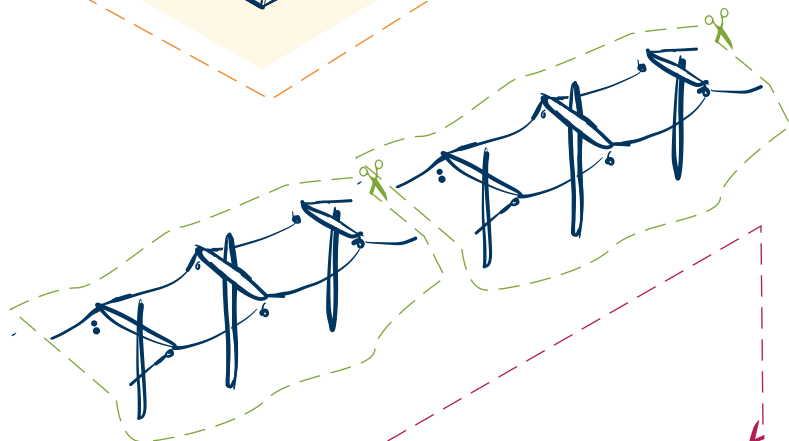
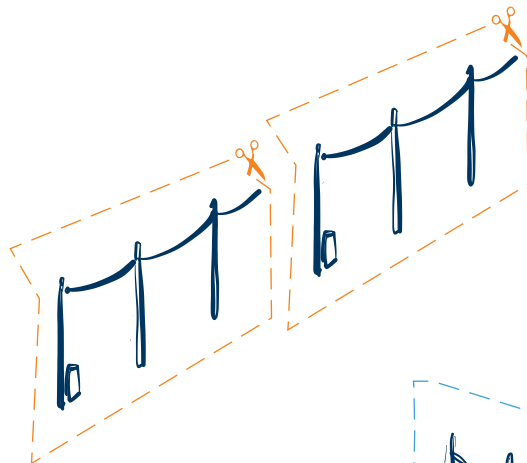
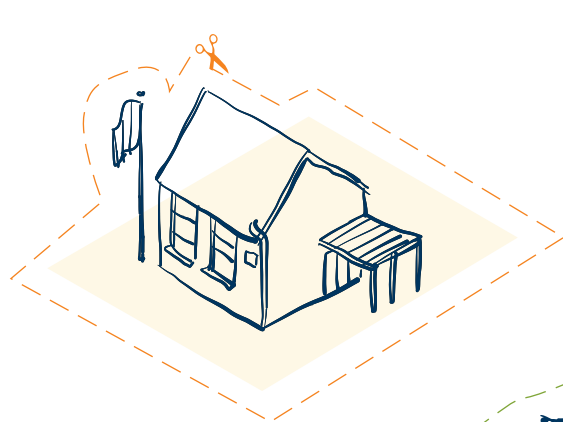
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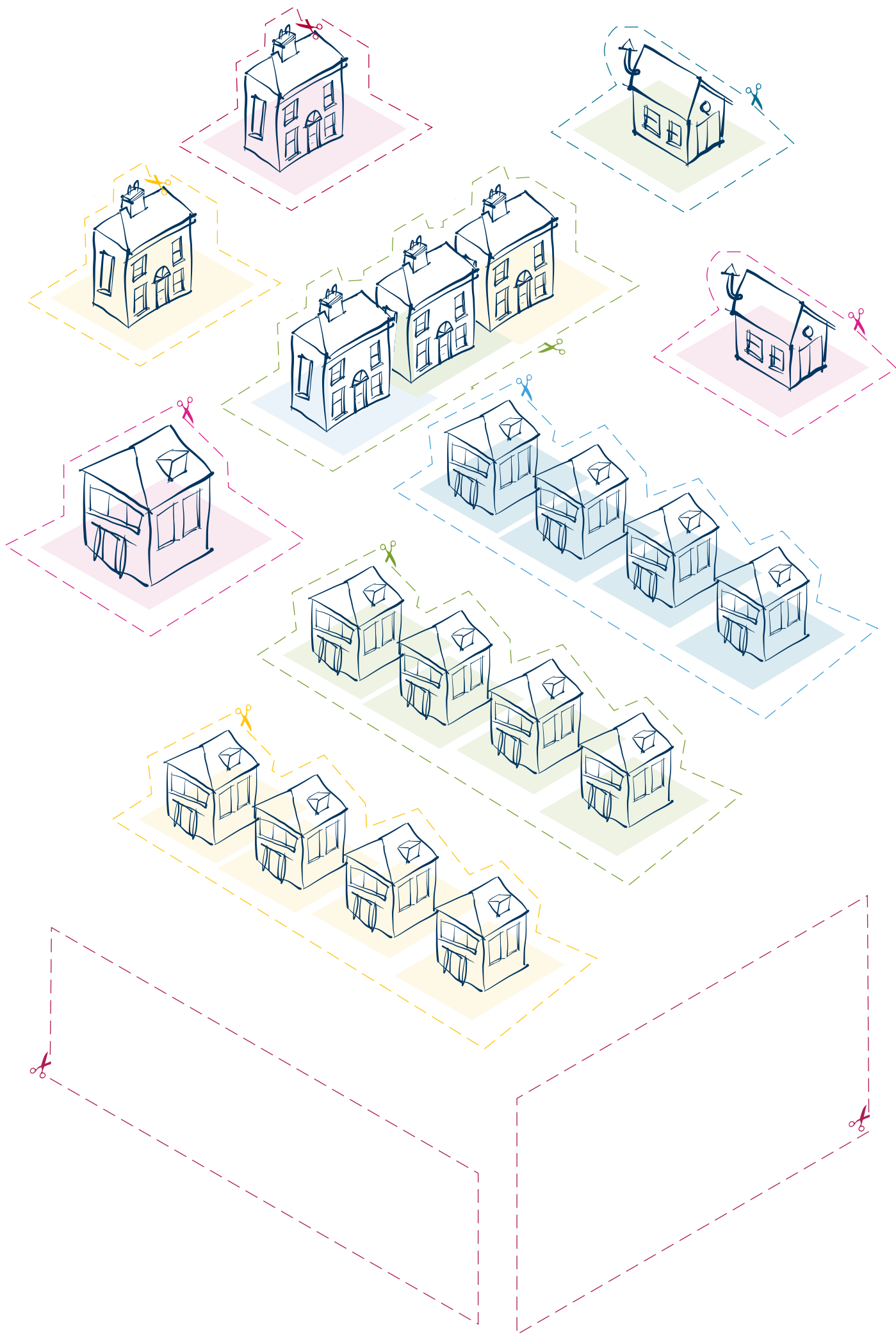


Team Name:	School	Area
Members:		









Draw your own ...

