



### **The Challenge:**

Stories are the threads that weave us into the fabric of society. They teach and entertain. The CREATE-ivity Challenge offers a unique opportunity for teams to tell stories with beautiful design and artistry driven by technology. Plots, characters and story line, combine with gears motors and control systems to tell tales with themes as diverse as the technology used. The result is a fusion of tech and tale that produces a one of a kind style and tone.

Teams of students up to 12<sup>th</sup> grade combine their talents to learn about technology, engineering and the engineering process. These are the tools needed to craft a compelling and entertaining story, all the while building their own engineering journey. A tale which ignites a love of science and technology, growing from a single tale, into a saga and finally into epic part of their lives.

Teams create a story based upon a different theme each year. Once their story and their technology (motors, gears, sensors, control systems, remote controls, pneumatics and more) are blended together, they attend tournaments to showcase their stories. Each team takes their turn in the *story space* similar to the picture above.

The tournaments are multifaceted. Teams present their prepared story based upon the season's assigned theme, and they are given a never-seen-before short story the day of the tournament. The challenge of the Story of the Day, is to do "field" engineering and

combine their tech with our tale. A challenge sure to be fun, challenging, and entertaining.

For those eager for inter-team activity, there is also an optional collaboration challenge where two teams combine to tell our tale through their tech.

Prior to all presentations, teams must pass inspection to ensure that all safety and challenge rules are followed.

### **The Presentations:**

*Story Presentation:* The opportunity for teams to present their unique prepared story. They present the tale that they have designed and built, in front of a panel of judges and an audience. Immediately following the Story Presentation are two reviews done in front of judges only; the Technology Review and the Engineering Story Presentation.

*Story of the Day:* The opportunity to use a team's technology and expertise to interpret a story seen by the teams for the first time at the tournament.

*Collaboration Story Presentation:* Using the Story of the day, two randomly paired teams blend their skills and knowledge of technology together to give their special spin on our Story of the Day.

### **The 2016-2017 Theme:**

**EMOTION.** Tell tales that run the gamut of human emotion. Each story should be an original work.