

Fact Sheet

Tech Challenge 2004 – Pick a Pike

Overview

Celebrating its historic 17th season, Tech Challenge is an engineering competition based on The Tech Museum of Innovation's signature Design Challenge model. This year, Tech Challenge will engage well over 800 5th-12th grade students in engineering a solution to a reality-based problem using critical thinking, teamwork and perseverance. This year's competition is on Saturday, April 24, 2004 in Parkside Hall (next to The Tech).

2004 Scenario

Sierra County's Lake Davis is well regarded for trout fishing and an abundance of other native species. A recent spike in population of non-native, predatory pike fish has caused a severe decline in other species. In an effort to eradicate the pike, authorities have resorted to electrocuting and even poisoning the lake, among other methods, but still the non-native fish thrives.

Students are challenge to engineer a pike-extracting solution in The Tech's 60 gallon Lake Davis simulator. Either from shore or down into the water, groups have no more than three minutes to retrieve a plastic pike, and return it to a designated area on shore.

History

Born of a dream by Tech volunteers and employees (some still on staff) in the mid 1980's, Tech Challenge uniquely delivers on The Tech Museum of Innovation's mission to inspire innovation in the next generation of leaders.

Fun Facts

- In the first 16 years of Tech Challenge, over 6,400 youth have participated
- 2004 marks the first time water has been used in a Tech Challenge competition – water is the most student-requested challenge
- For the 2004 Tech Challenge season, longtime Tech Volunteer and Board Member Bob Grimm built four test rigs – Bob has built all test rigs since 19XX.
- 2003 saw over 500 students – including groups from community youth organizations
- In 2002, The Tech endeavored to engage more underserved youth in Tech Challenge by providing community partner youth groups with support, knowledge, and motivation needed to enter
- Prizes are awarded in categories such as Best Entry, Best Design Journal, Most Creative Design, Most Courageous Team, Best Costume, and Most Spectacular Failure
- Notable previous competitions include “Mars Crater Hole – 1988,” “Power Up a Satellite – 1993,” “Antartic Under-ice Salvage – 1994,” “Pass The Tech Torch – 2002,” and “Rain Forest Canopy Climb – 2003”

Log onto <http://techchallenge.thetech.org> for more information