

# MAKER MAY

## 5 Days of Design Challenges

### DAY 1

#### SHELTER IN PLACE UTILITY BELT

Make something you can **wear**. Design a Shelter in Place utility belt. How can you hang/store things to use all day? Try to include at least three items: something to drink, something to play with, and something to communicate.



### DAY 2

#### DESIGN BY NATURE

Make something you can **share**. Design a piece of art from nature that spreads joy! Use natural materials like leaves, sticks, rocks, flowers. Take a photo, make a video or leave it in your neighborhood.



### DAY 3

#### LAUNDRY LAUNCH

Make something you can **launch** things with! Laundry blues getting you down? Build a simple machine like a lever (catapult or trebuchet anyone?) to fling your socks or undies straight into the hamper! How high and how far can you launch them? Does it make a difference how you fold/ball them up? Why?



### DAY 4

#### FLOAT AWAY

Make something you can **float**. Using five items from your recycling bin, build a boat that can float from one end of your bathtub (or kitchen sink) to the other. Can your boat carry supplies? What is the maximum weight your boat can carry?



### DAY 5

#### LET'S PLAY

Make something you can **play**. Design your own arcade game! Skee ball, bean bag toss or even pinball, what can you create with items around your house? Can you take it to the next level and add sensors and electronic reactions?

