



DESIGN CHALLENGE

Spin a Marshmallow

Create a device that will spin a marshmallow at least five revolutions.

What You'll Need

- Cardboard box, 12" square of cardboard
- 1 rubber band
- 1 popsicle stick
- 3 corks
- 5 straws
- 1 box of toothpicks
- 1 marshmallow
- 10 paper clips

Quote



Explain the quote listed in your own words, and then describe how it applies to the design challenge.

"Failure happens all the time. It happens every day in practice. What makes you better is how you react to it."

- Mia Hamm



Reflection Questions:

Which material worked best to make the marshmallow spin?

What did you learn through this design challenge?



Redesign Challenge:

How would you redesign your marshmallow spinner to be a marshmallow flipper?



Overall Design Reflection Questions:

- What were some interesting discoveries you made while working on the Design Challenges?
 - About the problems? About yourself?
- What were some of the difficulties of the Design Challenges?
 - What made them difficult?
- What were some learning moments?
 - What made them so?
- How can you use what you have learned in the future?

For more on design and engineering, check out – Robots to the Rescue Digital Exploration on TGR EDU: Explore tgreduexplore.org/curriculum