



Activity: Super Engineer Card Game



Grade Level(s)	Timeframe
K-2, 3-5, 6-8	15 - 90 min

020 - Super Engineer Card Game - Rev 1

ABSTRACT


In this program participants are challenged to try out the super powers of a variety of engineers in order to escape the clutches of the evil genius! Adjustable for age and group size.


Includes simple experiments for several types of engineers, 15-20 minutes each.

Contributed by Engspire.

90 minutes total.

EXTRA FILES

 020_2.pdf

 020_3.pptx

EQUIPMENT AND MATERIALS

- Engineer cards. Print yourself, or see below for location of pre-printed deck.
- Equipment listed in uploaded file.