The company, "Toys' for Peeps" wants your help to create a maze and help the white fuzzy snow peeps (Remember seeing them in the video at the beginning of class) find their way home.

Engineering Design Challenge:
- You have to create a maze that is between **3-4 feet long** and has **at least two turns** in it.
- Create a contraption to carry the snow peeps home without touching it.
- Practice moving the vehicle through the maze until you can do it successfully.

- Write 3-5 rules <u>on your maze</u> so other people will how how to play and how to win (or keep score) at your game.
    - Do you want it to be about speed and how long it takes to move 5 snow peeps through?
    - Or do you want it to be a race between two different snow peeps?
    - What happens if the peeps run out of the maze? What are the rule consequences (maybe a wolf or a bear is lurking in the shrubs and the sheep gets eaten).

- Invite another team to play your game and keep score.
- Is the game challenging enough or is it too hard.
- Modify the game a bit to make is better.