

Two Story Tower

Goal

Build the tallest two-story tower you can — the two stories have to be made out of different materials and each story has to be taller than a craft stick. Your two story tower must be able to stand on its own for at least 10 seconds.

Mission

Your mission is to design and construct a two-story tower. A “story” is defined as a section of the tower that is taller than a craft stick and has a clear separation of material from the second story. You’ll start with a planning phase where no one may touch the building materials — only discuss and draw your ideas.

Partway through the build phase, you’ll receive a surprise Spark from your mentor that will change the rules!

Coordinator Card

Time (Total: 10 minutes)

- **Planning Phase (3 min):** Discuss and sketch your design without touching materials.
- **Build Phase - Round 1 (2 min):** Begin building based on your plan.
- **Spark Reveal**
- **Build Phase - Round 2 (4 min):** Continue building with the new spark.
- **Testing & Review (1 min):** Tower must stand for 10 seconds.

Resource Card

Materials

- | | |
|--------------------|---------------------|
| • 10 craft sticks | • 3 Chenille Sticks |
| • 5 index cards | • 4 paper clips |
| • 2 mailing labels | |
| • 1 paper cups | |
| • 6 straws | |

Items that may not be damaged:

- **1 ruler (for measuring)**

Strategist Card

Scoring (100 points total)

- **Height of Tower (2 pts each inch, up to 40 pts total)**
- **Materials Requirement (10 pts):** different materials are used for the two stories
- **Two-Story Requirement (10 pts):** each story is taller than a craft stick
- **Stability (10 pt):** tower stands for 10 seconds without support
- **Teamwork (30 pts):** Clear roles, conflict resolution, additive idea generation, time management, spark adaptability

The Spark Card

One Handed Build

From this point on, you may only use ONE HAND for the rest of the build!

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