

Marshmallow- Challenge Instructions

For the challenge you need:

- 1 pack of spaghetti
- 1 pack of marshmallows
- Thread
- Tape

Before the training starts, the following things should be packed in transparent paper bags or similar.

Prepare a kit for each team consisting of the following materials:

- 20 uncooked spaghetti (avoid spaghettini and fettucini as they are either too thin or too thick)
- one meter of tape
- one meter of thread that can be torn (or include scissors)
- one fresh marshmallow (standard size)
- provide these kits in paper bags (or similar non-transparent packaging) to arouse the curiosity of the participants and to avoid them starting planning before time starts.

Prepare a tape measure and timer to monitor the challenge and name a winning team at the end. You can also prepare a prize for the winning team or give away the bag of marshmallows, for example.

Be sure to formulate the rules of the challenge clearly. Use visual presentations of the rules and place them visibly until the end of the challenge. The main goal is to build the highest freestanding structure (measured from the top of the table to the top of the marshmallow) The whole marshmallow must be on top of the structure.

Each team can use as many accessories from the kit as they want. The packaging of the kit must not be used (paper bag or similar) After 18 minutes each team must have finished the structure and placed the marshmallow on top. The participants are asked to sit down and must not hold on to the structure or support it in any other way. Make sure that all the students have understood the rules and repeat them if necessary. Ask if there are any questions.

- When each team is placed at a table and they have received their kit, announce that you will start the countdown.
- Walk around and be available if participants have questions (but do not help, only clarify if necessary!)
- Inform regularly about the remaining time, especially when you are approaching the end
- Let all groups know if a team has established a standing structure to encourage friendly competition. Remind the teams that they are not allowed to hold or support the structure in the end.
- Count out the countdown in the last 10 seconds. Ask all the students to sit down so that they can see the structures of the others
- Check every groups building and choose the winning team.

You can watch this video to get inspired:

Build a tower, build a team | Tom Wujec (2010) https://www.youtube.com/watch?v=H0_yKBitO8M

http://marshmallowchallenge.com/Instructions_files/
www.marshmallowchallenge.com/Welcome