


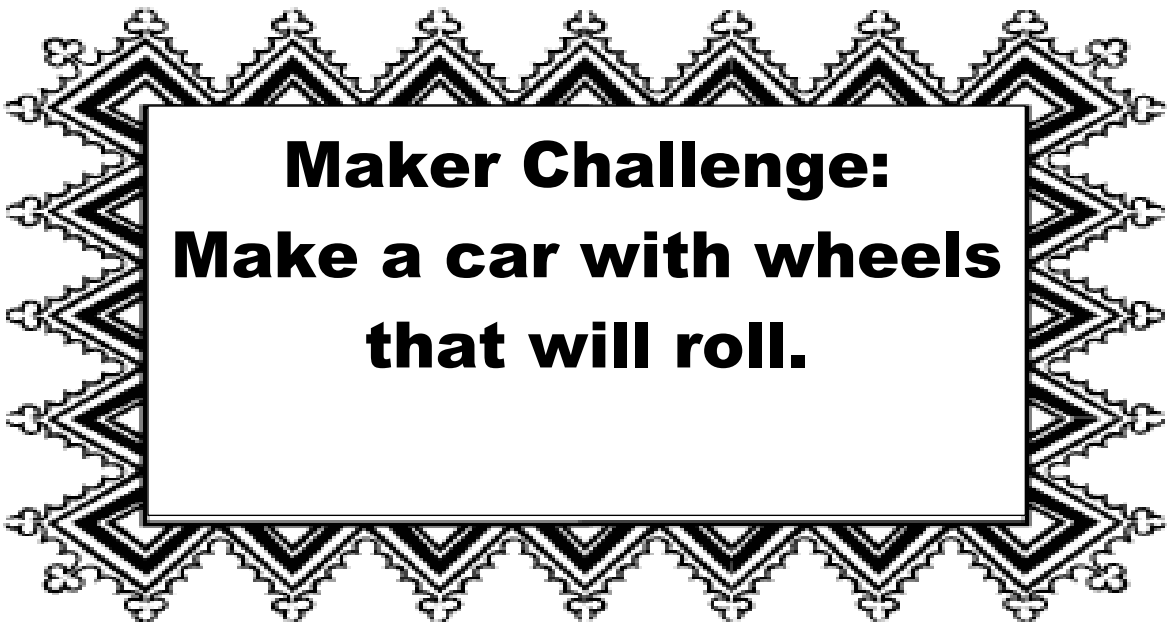
Maker Challenge:
Create a bridge that will
hold 5 Jenga blocks.

Maker Challenge:
Create a zipline
that will carry a penny.





**MAKER CHALLENGE:
CREATE A CATAPULT THAT
WILL MOVE A PING PONG
BALL AT LEAST TWO FEET.**



**Maker Challenge:
Make a car with wheels
that will roll.**

Maker Challenge:
Create a musical
instrument.



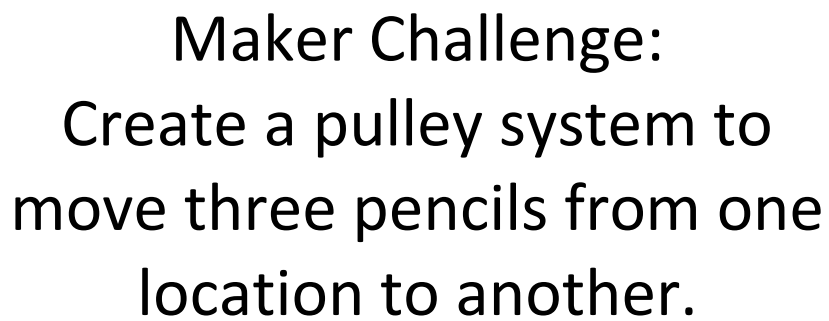
**Maker Challenge:
Create a safe
habitat for an
insect.**

MAKER CHALLENGE:
CREATE A FREE
STANDING TOWER
THAT IS at least
3 FEET TALL.

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MAKER CHALLENGE:
CREATE A MARBLE
MAZE.

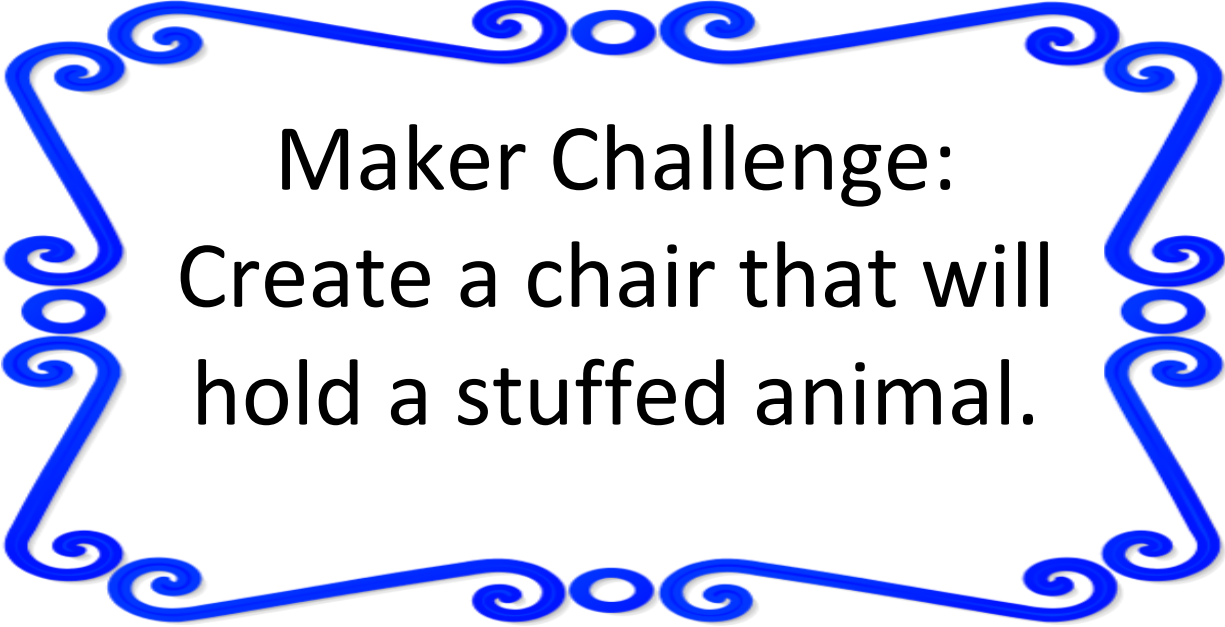




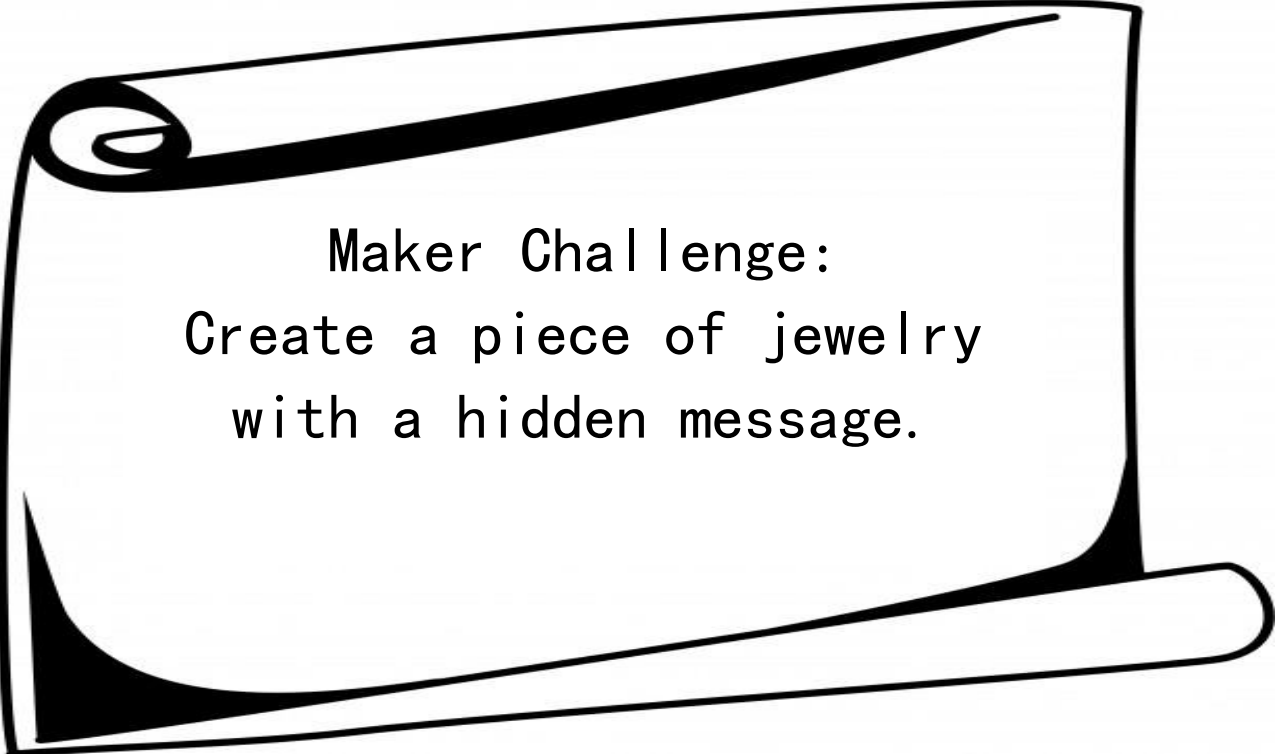
Maker Challenge:
Create a pulley system to
move three pencils from one
location to another.



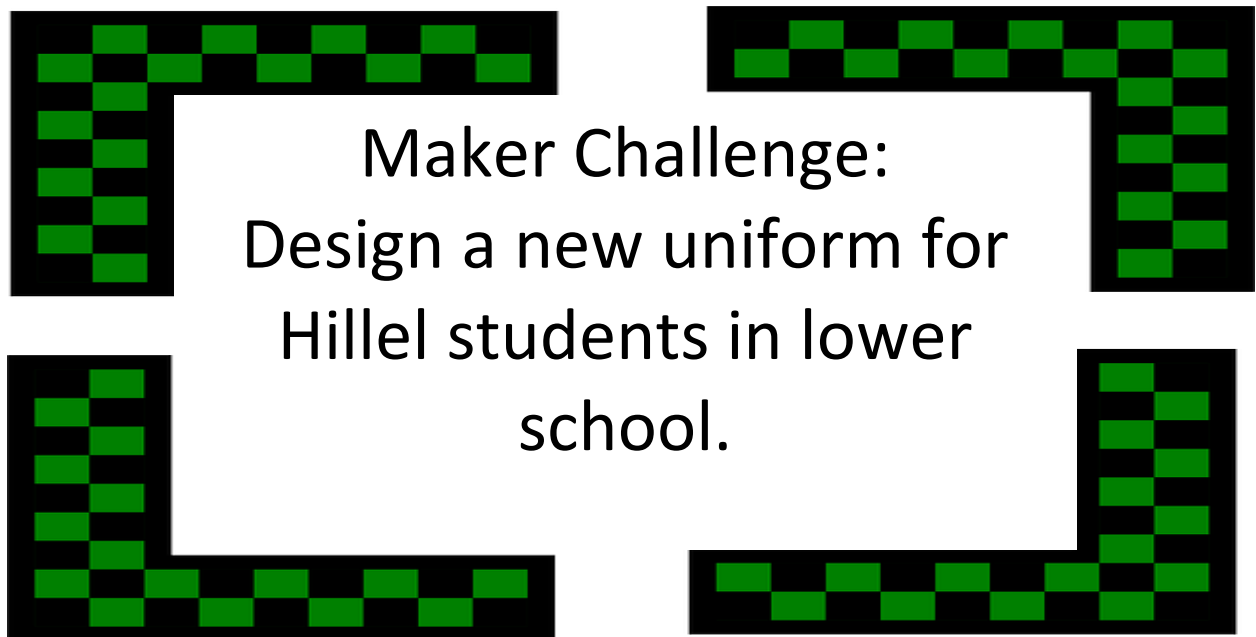
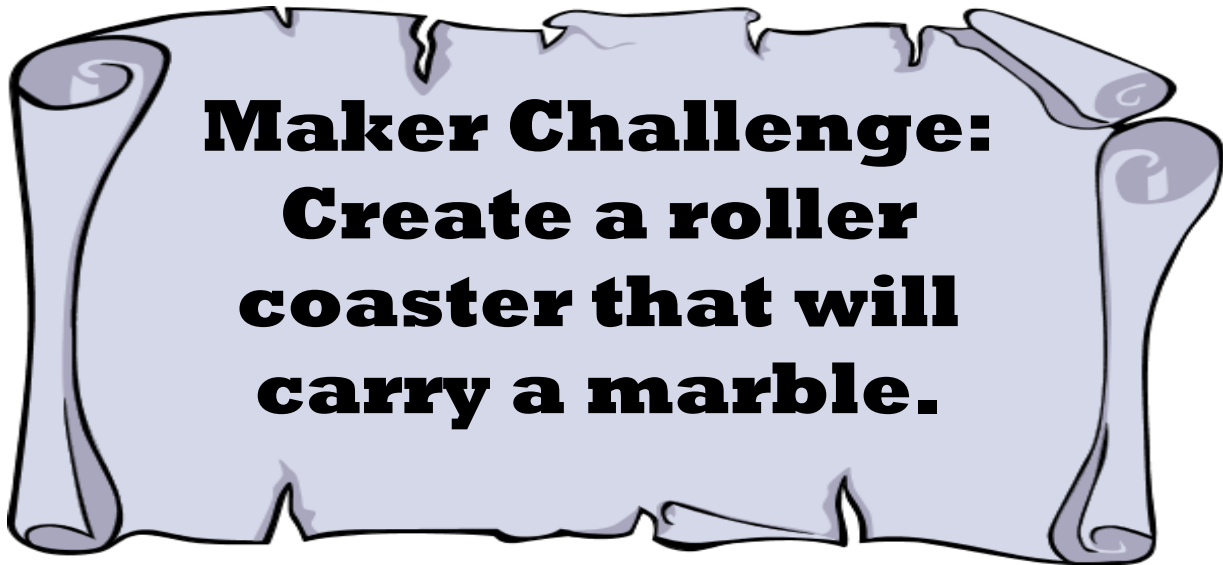
Maker
Challenge:
Create a
working pinball
game.

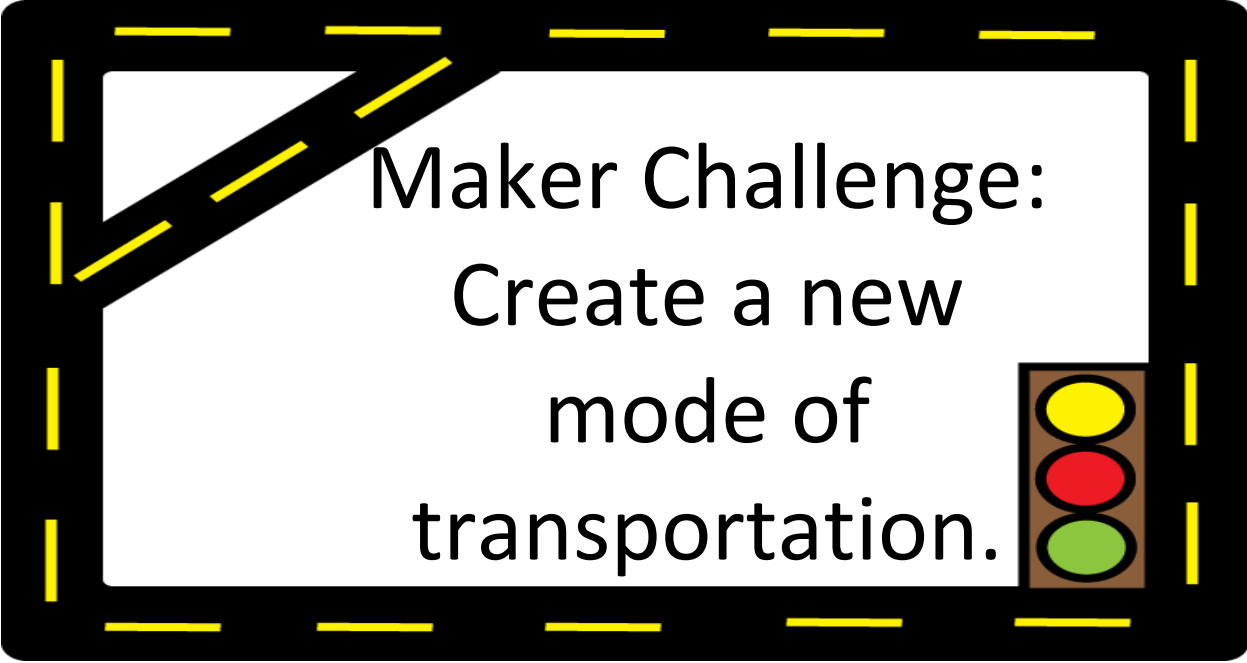


Maker Challenge:
Create a chair that will
hold a stuffed animal.



Maker Challenge:
Create a piece of jewelry
with a hidden message.






Maker Challenge:
Create a new
mode of
transportation.

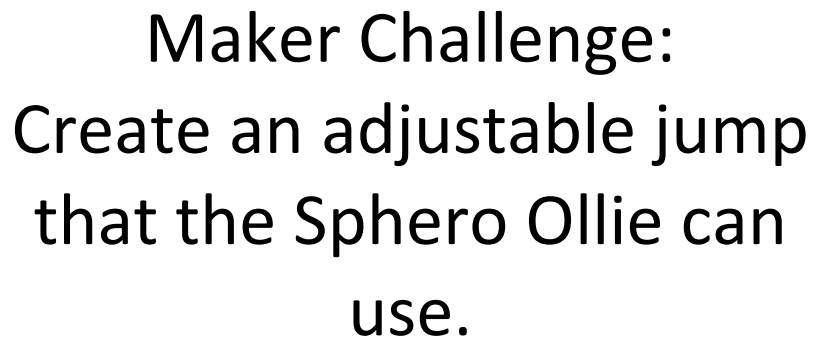


**Maker Challenge:
Create a game that
helps students
practice learning.**

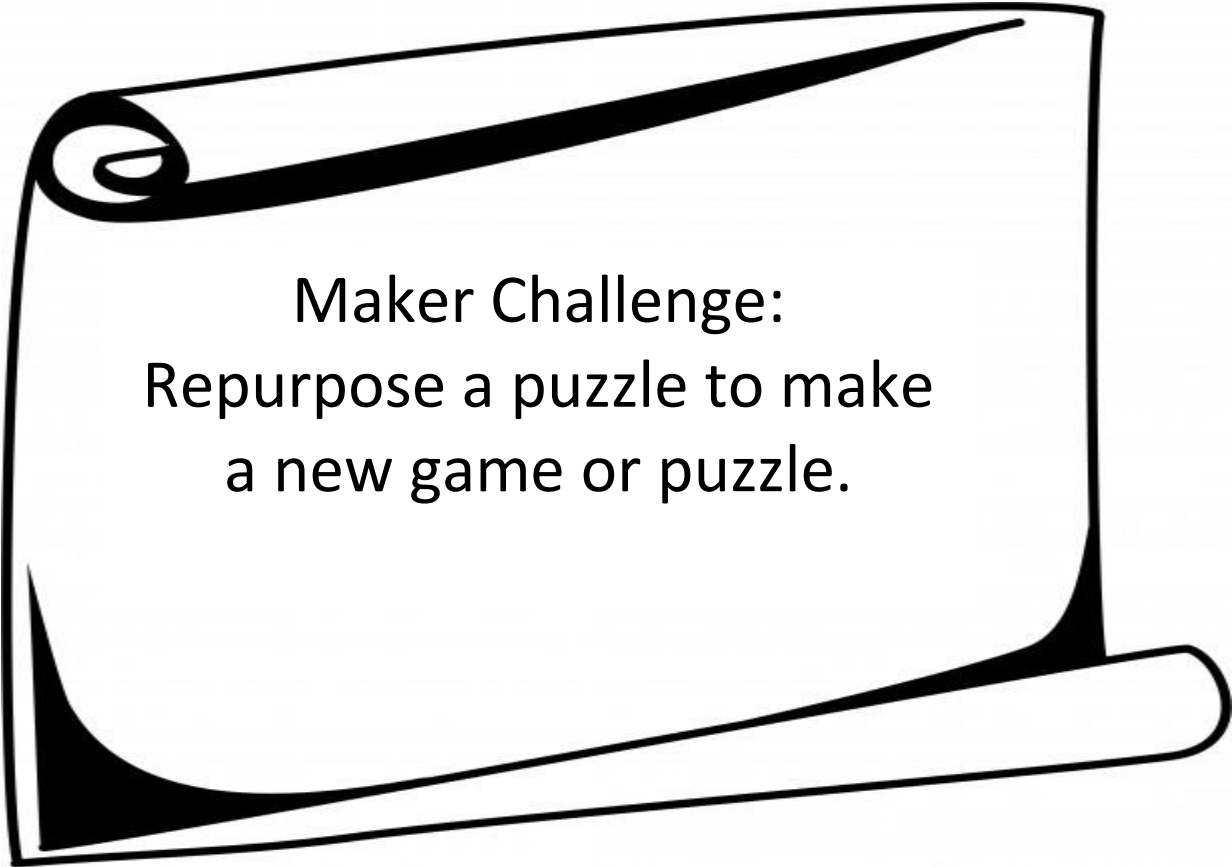
**Maker Challenge:
Design a new type of
kippot to alleviate
problems Hillel
students face.**



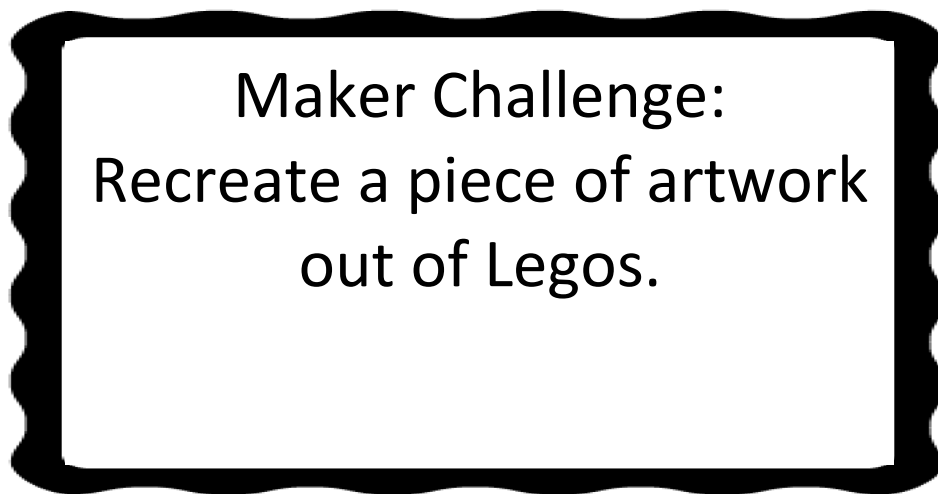
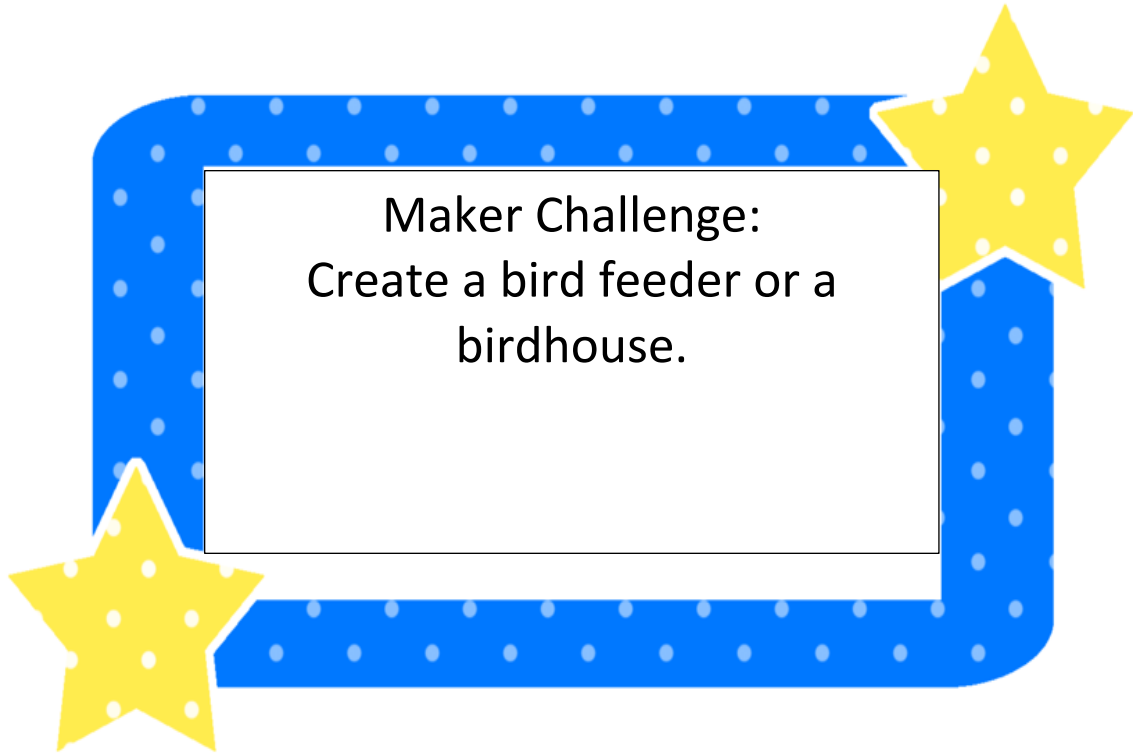
Maker Challenge:
Create something to
solve a problem you
face daily.



Maker Challenge:
Create an adjustable jump
that the Sphero Ollie can
use.




Maker Challenge:
Repurpose a puzzle to make
a new game or puzzle.

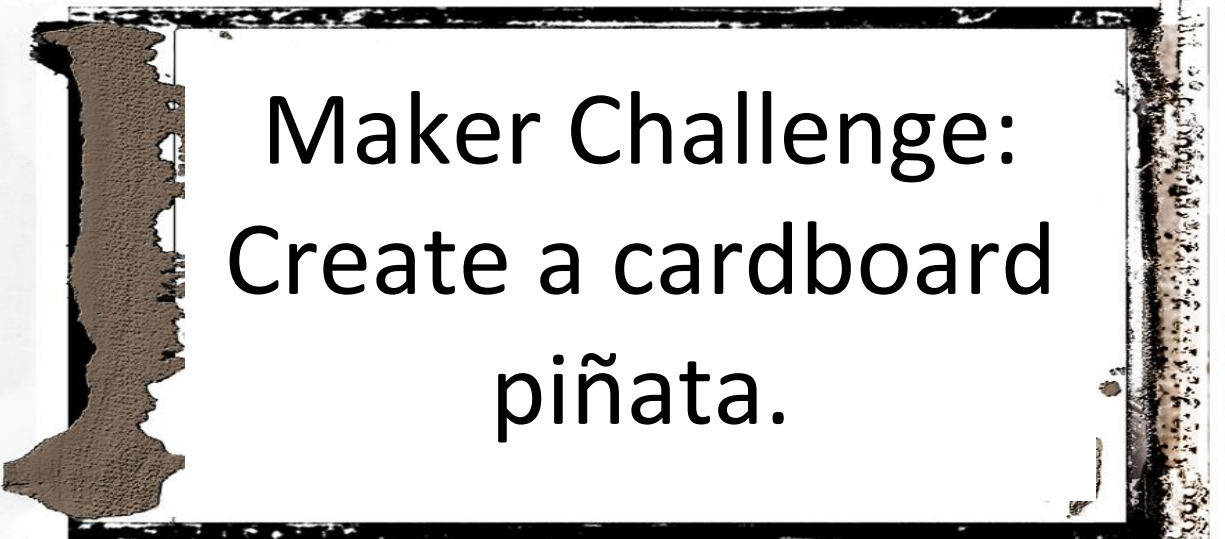


Maker Challenge:
Create a safe to hide your
valuables.

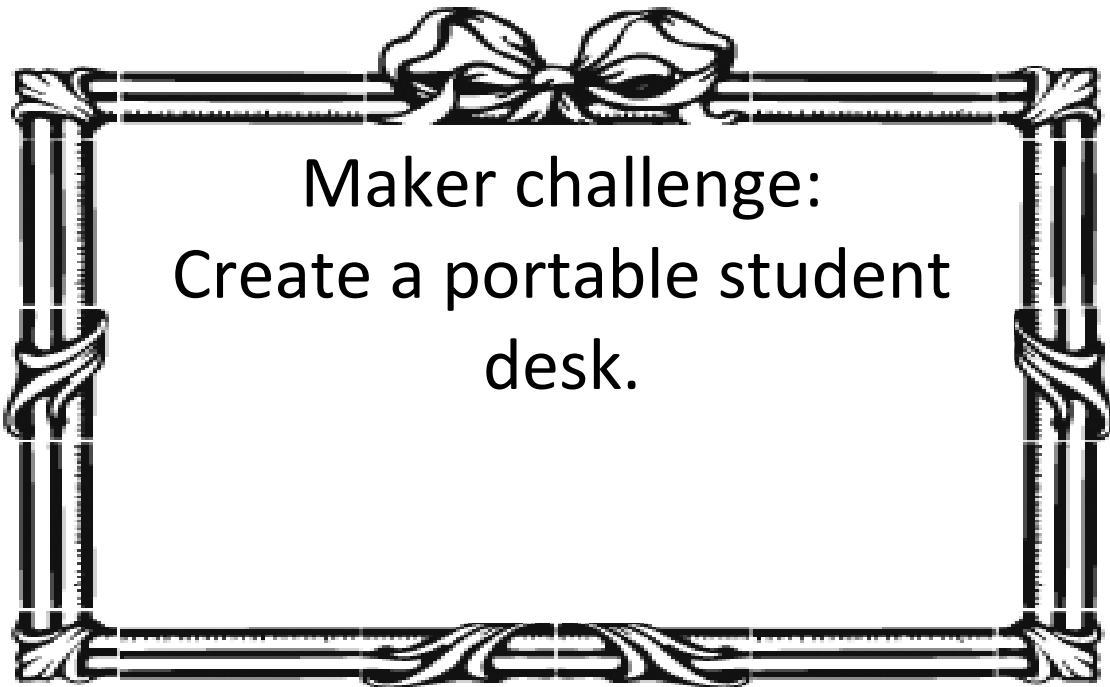
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Maker challenge:
Create a jewelry box.



Maker Challenge:
Create a cardboard
piñata.



Maker challenge:
Create a portable student
desk.