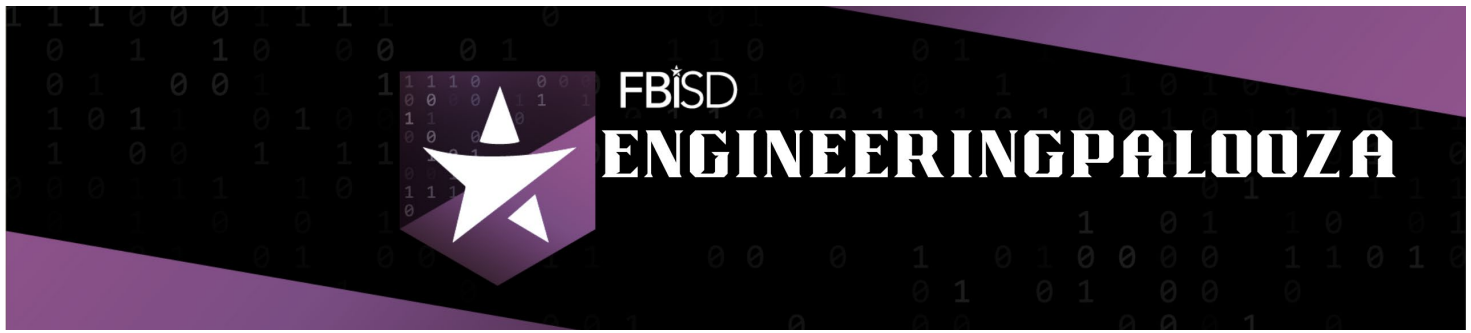




FBISD Engineeringpalooza gives campus teams an opportunity to show creativity by designing a prototype that integrates coding, robotics, and engineering.

These guidelines outline prototype expectations. Visit the district [Engineeringpalooza Competition website](#) for the current theme, deadlines, and additional event information.

Teams will design and build a themed prototype using approved materials. Designs may be creative, but they must follow the material guidelines below.

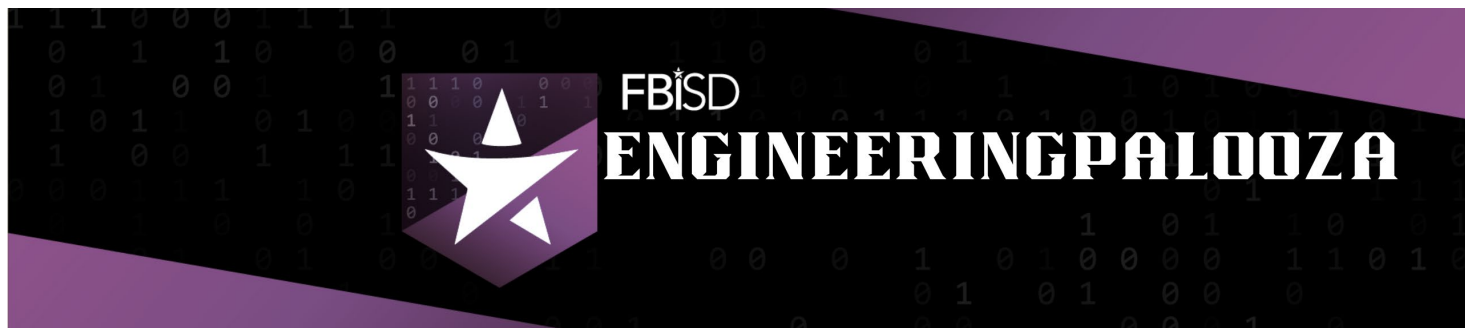
Each participating campus may submit one prototype for judging. Judging directions will be shared in the spring, and prototypes must be judged before they are displayed at the STEM Showcase.

General Rules

1. Students may participate on an Engineeringpalooza team and also compete in Coding or Robotics.
2. Teams may display multiple prototypes at their campus's STEM Showcase table, but each campus may submit only one prototype for judging.
3. Teams may include any number of students; however, no more than **three** students is recommended.
4. Teams **must** include a logbook that shows prototype planning, progress, and design decisions. The logbook is part of the judging process.
 - a. The logbook may be a scanned physical notebook, PowerPoint slides, or another format that clearly documents the design process.
5. At the district STEM Showcase, students should be ready to answer questions and demonstrate their prototype.
6. Sponsors and parents may support teams, but students should design and build the prototype with minimal help.
7. Prototypes will be inspected during judging and before display to confirm that no prohibited materials were used.
8. Projects that are inappropriate, undermining or vulgar in nature or do not adhere to the guidelines set in the FBISD Student Code of Conduct will be disqualified.
9. Electricity is limited at the STEM Showcase. Prototypes should arrive fully charged, and teams should plan how they will be powered.

Materials

Materials are divided into two categories. Review the guidelines carefully to avoid disqualification from the STEM Showcase.



If a prototype is not being submitted for judging, teams may use materials beyond the limited list. These projects may still be displayed at the campus table during the STEM Showcase.

Unlimited Materials

- These items may be used in any quantity when building the prototype.
- Teams may combine kits, equipment, motors, lights, and hardware in their design.
- Campuses may not have every item listed, but should have enough materials to support prototype design.

Limited Materials

- Most of the prototype body should be built from these materials.
- Because these materials are limited, teams should plan their designs carefully.

Prohibited Material

- Use of these items will result in automatic disqualification. If unsure, check with the coding club sponsor.

Unlimited Materials	Limited Materials	Prohibited Material
• Lego Spike Kit (including expansion kits) • Hummingbird Bit Kits • Lego EV3 Kits • CoDrone EDU • Strawbee components (straws, connectors, servos, etc.) • Micro:bits • Software: Scratch, Birdbrain Snap, MakeCode, etc. • Paint, crayons, markers for adding color • Tape, glue, sticky tack • Batteries (Small powerbank, AA, AAA, 9V)	• Cardboard from 3 boxes, including lid, xerographic copy paper. The standard 10 ream box, used throughout the district. • 2160 square inches of construction paper. This is equivalent to 20 sheets of 9 by 12-inch paper. • 15 feet of string, yarn, rope or other similar type of binding material. • 20 Popsicle sticks • 50 Toothpicks • 5 Wood skewers or dowels • 10 rubber bands	• Anything flammable • Live animals • Projectiles or any item designed to be launched or thrown • Glass or sharp objects • Liquids • Large batteries (only standard AA, AAA, and 9V batteries are allowed) • Aerosols, sprays, or pressurized containers • Any item that creates a safety concern or could damage the venue may be prohibited at the discretion of event organizers