

Describe It, Build It

1. **DESCRIPTION**: Technical writing skills are an important part of an engineer or scientist's abilities to communicate precisely and clearly. This event will test a team's ability to effectively communicate by having one team member write a description of how to build a device and having his or her partner construct the device from raw materials using their partner's description.
2. **ESSENTIAL STANDARDS ALIGNMENT**: Science as Inquiry
3. **TEAM OF UP TO**: 2
4. **MAXIMUM TIME**: 60 min.
5. **TEAMS**: Teams must bring a writing instrument. No other resources are allowed.
6. **EVENT LEADERS**: Will provide paper and all necessary materials.
7. **SAFETY REQUIREMENTS**: None.
8. **IMPOUND**: No
9. **THE COMPETITION**: This event should occur in two rooms so that the builders are not in the same room as the describers while they are writing.
 - a. One team member (the describer) is shown an object (which may be abstract) built from, but not limited to, office & craft materials (e.g., straws, push pins, Styrofoam balls, paper cups, Popsicle sticks, paper, stickers, etc.) or commercial sets (e.g., K'nex, Tinker Toys, Legos, Lincoln Logs, etc.). The describer has 25 minutes to write a description of the object and how to build it. There will be no advantage to finishing early. The event leader will notify teams if the color of the pieces does not matter.
 - b. Only words and numbers may be used. Symbols, drawings and diagrams are not allowed, with the exception of common punctuation and editing symbols. Printable punctuation marks and/or editing symbols that can be produced on a standard QWERTY keyboard by pressing a single key or a single key in combination with the shift key may be used. These must be used in their normal context and not as symbols to form a key or code.
 - c. All abbreviations (not symbols) must be defined either at the beginning or when the abbreviation is first used. (e.g. rt = right)
 - d. The event leader will pass the description to the other team member (the builder) who will use the description to create the original object in 20 minutes. Time will be recorded if teams finish early and used as a tiebreaker.
10. **SCORING**:
 - a. The team that builds the object most like the original object wins.
 - b. Any improper use of symbols, codes or pictures of any kind (including use of words or letters as pictures or codes) will result in the team being placed in a second tier below devices without any writing violations.
 - c. Points will be given for each piece of material placed in the proper connection and location compared to the model according to a scoring rubric.
 - d. Pieces that are connected correctly beyond an incorrect connection will be counted in the score. No penalty will be assessed for parts that were not used.
 - e. Shortest time for the construction phase will be used as a tiebreaker, there is no benefit to finishing the writing portion early.
11. **EVENT RESOURCES**:

See the Event Resources tab on our website at www.sciencenc.com for instructions, videos and more.