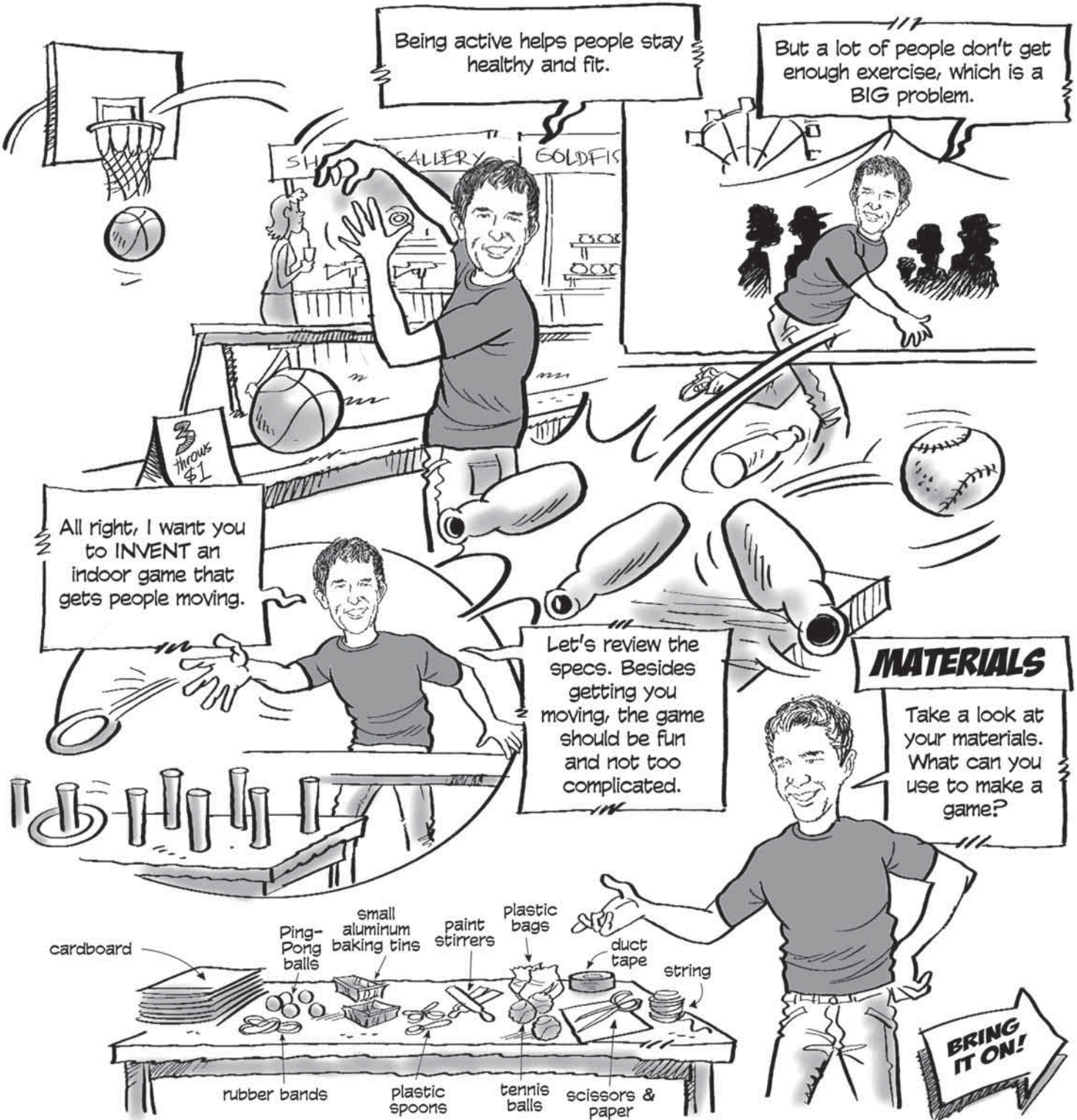


# GET-MOVING GAME



as built on TV.  
[pbs.org/designsquad](http://pbs.org/designsquad)



# BRAINSTORM & DESIGN

- What are some words that describe action?
- What games do I play at recess or at a fair?
- What equipment will my game need?



# BUILD

Lookin' good. How can your game work better? Will it stand up to lots of use?



# TEST & REDESIGN

Cool game, but complicated. Is there a way to simplify it?

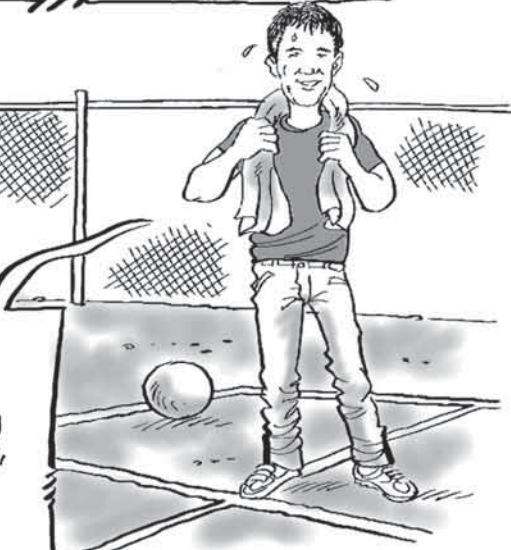


## NOTES

When a piece of equipment or a rule isn't working, change it.

Testing and redesigning are important steps when you invent something.

Good stuff. Being active helps improve your health, mood, and fitness. You invented something that makes people's lives better, which is what invention and engineering are all about.



The Divine Child High School InvenTeam invented a way for people to recharge up to three electronic devices, such as cell phones and MP3 players, while riding a bike. Check out this project and others at [web.mit.edu/inventeams](http://web.mit.edu/inventeams).



**PBS. Watch DESIGN SQUAD on PBS or online at [pbs.org/designsquad](http://pbs.org/designsquad).**

Invent It, Build It is funded by

the **Lemelson foundation**  
improving lives through invention

Major funding for *Design Squad* provided by



the **Lemelson foundation**  
improving lives through invention

Additional funding for *Design Squad* provided by

