

Engineer Rescue Team Brief

All lines are down ...

Tomorrow's Engineers

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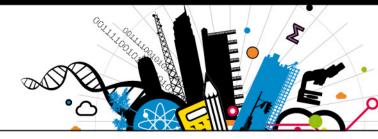
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1. The Context

Ease of communication is part of our life, we pick up the phone, turn on the radio, TV or internet to get news and information.

Wifi networks work by using radio signals.

Your phone, TV and radio signals are transmitted by masts we hardly notice. But when all of these are knocked out by natural events - how can communications be restored?

2. The Scenario

Life was good in the towns of Alpha and Beta. However this year, increased solar activity brought disastrous weather. The solar activity caused radiation effects that have disrupted electricity supplies and radio signals.

Torrential rain caused flooding and mud slides on the steep mountain slopes. These brought down nearly all the radio and phone network masts and washed away roads and the telegraph poles for phone lines.

As a result of these extreme weather conditions, people in the surrounding communities have been severely affected. Beta in particular has been cut off completely and there is serious concern about their health, welfare and safety of the population.

All lines are down ...







3. The Brief

You are the engineer rescue team based in the town of Alpha which has been relatively unaffected by the extreme weather.

As the engineer rescue team you need to do 2 things (and quickly!)

- 1. Design and build a prototype that will allow Alpha to send coded messages to town Beta
- 2. Create a code to send a message from Alpha across the mountains for decoding in Beta.

There is little time to lose, with a helicopter arriving in a matter of hours to transport half of the rescue team to Beta to set up the system for testing.

Constraints

- Must include electrical component to achieve full marks.
- Must send the message over a distance of 5 metres under test conditions.
- Practice messages will be provided to test your prototype, however the message you send in the final phase will be unknown to the rescue team.







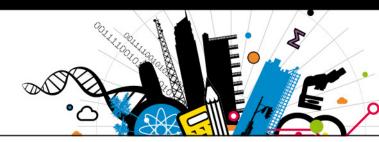
4. Schedule for the day

0930	Introduction to the Challenge
0945	 Electrical briefing Health and safety briefing Electrical circuit activity
1000	Role allocation activity
1020	 STAGE 1 - Planning and research Brainstorming Planning and research
1050	 STAGE 2 - Development and modifications Development and build of prototype and code Modification of solution
1110	Short break
1120	 Continued STAGE 2 - Development and modifications Development and build of prototype and code Modification of prototype and code
1230	Lunch - tools down
1300	STAGE 3 - Final build and testing
1330	 TRANSPORT ARRIVES Shop closes! Sell back unused items Submit accounting sheet to Challenge Leader
1345	 STAGE 4 - The final test Presentation - Team's present reflections from Stages 1, 2 and 3 to the Judges Final test – Demonstration of each team's communications system using an unknown message
1445	 Award ceremony Announcement of winning team Final feedback and evaluation of the day
1500	Finish – students depart



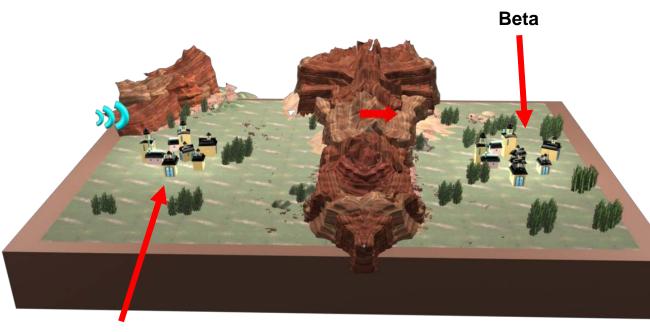
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5. Terrain statistics

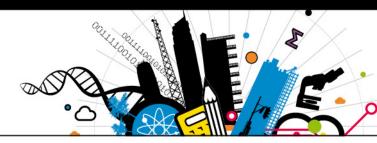
Distance between town Alpha and Beta	10 kilometres
Elevation - Height of mountain (distance between sea level and summit of mountain)	2,500 metres
Depth of mountain base	2.5 kilometres
Width of mountain base	20 kilometres
Angle of Slope	110 degrees



Alpha







6. Materials resource sheet

STARTER PACK

ltem
1 x Stick of White Tak
10 x Elastic bands
1.5 x Volt battery D size
1.5 x Volt bulb
1 x Piece x 30cm of black copper wire
1 x Piece x 30cm of red copper wire
Wire strippers
Blue Pen

AVAILABLE TO BUY

Item	Unit	Cost
Masking tape	30cm	5 Faradays
Double-sided tape	30cm	8 Faradays
Plastic cups	1 cup	1 Faraday
Tin cans	Each	5 Faradays
A4 plain paper	Each	1 Faraday
Coloured card A4	Each	1 Faraday
Foil 30cm x 30cm	Each	5 Faradays
Neoprene Sheets	Half sheet	5 Faradays
Bubble wrap 25cm x 25cm	Half sheet	2 Faradays
Acetate red 35 x 310mm	Half sheet	5 Faradays
Acetate blue 35 x 310mm	Half sheet	5 Faradays
Mirror 150 x 100mm	1 mirror	5 Faradays
Straws	10 straws	10 Faradays
Cardboard tubes	Each	10 Faradays
Thin sponge	Each	2 Faradays
String	Per Metre	1 Faraday
Paper fasteners	5 fasteners	1 Faraday
Paper clips	5 paper clips	1 Faraday
Elastic bands	10 bands	2 Faradays
Steel nail - 10cm	2 nails	10 Faradays
Binoculars	Each	30 Faradays
Stopwatch	Each	30 Faradays
White Tak	Each	5 Faradays
Polyfoam	A4 size	10 Faradays







Materials resource sheet

ELECTRICAL COMPONENTS

Item	Unit	Cost
Copper wire - red	Per metre	10 Faradays
Copper wire - black	Per metre	10 Faradays
Bare copper wire	Per metre	10 Faradays
Croc leads - black	Each	5 Faradays
Croc leads - red	Each	5 Faradays
Croc clips	Each	5 Faradays
Terminal blocks	Each	2 Faradays
1.5 Volt bulbs	Each	5 Faradays
3.5 Volt bulbs	Each	5 Faradays
1.5/3.5 Volt bulb holder	Each	10 Faradays
Batteries - AA size	Each	2 Faradays
Batteries - D size	Each	5 Faradays
Battery holder – 1 D cell	Each	2 Faradays
Battery holder - 3 AA cells	Each	1 Faraday
Watch battery	Each	1 Faraday
Buzzers 3 Volt	Each	5 Faradays
Switches	Each	5 Faradays
Magnet	Each	5 Faradays

AVAILABLE TO HIRE

Item	Unit	Cost
STEM Consultancy Time	5 minutes	10 Faradays
Hole punch	5 minutes	5 Faradays
Stapler	5 minutes	5 Faradays
Screwdriver small	5 minutes	1 Faraday
Calculator	5 minutes	10 Faradays
Craft Knifes + Technician	n/a	FREE
Glue guns	n/a	FREE







7. Accounting balance sheet

Team.....

You will need to keep an accurate record of all the purchases your team makes.

Materials/services purchased	Quantity	Cost	Faradays remaining

Total Faradays remaining







8. Assessment information and criteria

Criteria	Marks
1. Planning and research	15 marks
 Development of solutions, highlighting modifications 	20 marks
3. Accounting sheet	15 marks
4. Presentation of reflections	15 marks
5. Quality and creativity of communications solution prototype	15 marks
 Functionality of communications system encoding/decoding 	15 marks
7. Safe and effective teamwork	10 marks
	Total: 100 marks

1. Planning and research (15 marks)

Using the planning sheet provided, marks will be awarded for:

- 1. Identification of potential problems, constraints and difficulties (5 marks)
- 2. Development of minimum 2 creative solutions for the prototype (5 marks)
- 3. Development of minimum 2 creative solutions for the code (5 marks)

2. Development of communication solution (20 marks)

Using the planning sheet, provided marks will be awarded for:

- 1. Recording your team's agreed solution include the mechanical and electrical components of your device and how they work together (7 marks)
- 2. Identification of the code you will be using (7 marks)
- 3. Note of any changes or modifications you make as a team with the reasons you have changed the design. E.g. materials, sizes, manufacture and ease of use etc. (6 marks)

3. Accounting sheet (15 marks)

This is a record of all the costs the team has incurred. Marks will be awarded for:

- 1. Accuracy of expenses (10 marks)
- 2. Neatness of records (5 marks)

If there is a tie between teams at the end of the day, the winning team will be the one who has the most Faradays remaining.







4. Presentation of reflections (15 marks)

Summarising your learnings recorded at each stage, your presentation should communicate:

- 1. Why and how you came up with your team's solution (5 marks)
- 2. How it could be built in real life (5 marks)
- 3. How Science, Technology and Maths were used in engineering your solution (5 marks)

There is a maximum of 3 minutes allowed. Taking more time loses marks. Use your planning and reflection sheet to help.

5. Prototype (15 marks)

Your solution will be judged on:

- 1. Mobility must be easily transported without connections or elements of the design breaking (6 marks)
- 2. Quality must be strong enough to continue to send messages until regular communications are back up and running (3 marks)
- 3. Creativity design must be unique (3 marks)
- 4. Functionality must function effectively, easily and as planned (3 marks)

Points will be deducted for not including an electrical component.

6. Code (15 marks)

The team based in Alpha will be given an unknown message to be sent in code to the team in Beta 5 metres away.

Beta will immediately need to decode the message and hand to the judges for checking.

Marks are awarded for:

- 1. Creativity of the coding system must be unique (5 marks)
- 2. Accuracy of relaying the final message to the Judges (5 marks)
- 3. Speed must be easy and efficient to send and receive (5 marks)

7. Safe and effective teamwork (10 marks)

Marks are awarded for:

- 1. How you work as a team in your allocated roles (5 marks)
- 2. Ensuring that your work station and surrounding area enables safe working and is free from hazards at all times (5 marks)

Points will be deducted for not working as a safe and effective team.

