

Living in the Past

Challenge: Your challenge is to invent a time machine that will teach people of the past about modern life.

Time: You will have 5 minutes to use your IMAGINATION to create a time machine that is used to teach people of the past about modern life, and 3 minutes to present a performance about it.

The Scene: The DI™ Invention Corporation has just developed the world's first time machine and your team has been selected to be the first to use it. Your mission is to visit at least 3 different time periods in the past and show the people there what it is like in your time. Make sure you include examples of everyday objects to help people understand what it would be like to live in 2007!

Materials: All props and materials are imaginary.

Scoring: You will receive

- A. Up to 40 points for the creativity of the time machine
- B. Up to 30 points for the creativity of the performance
- C. Up to 20 points for how well your team works together



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