

SCIENCE BEE 2019

Module Guidelines



Make n Test



Introduction

Tired of studying theoretical aspects of science and never being able to put that knowledge into practical application? Let's put those creative and innovative skills to test and make use of all those theoretical concepts all through the brilliant module of "MAKE N TEST". Make 'n Test involves designing and erecting some basic models by taking daily-life situations and problems into consideration. This module consists of 3 rounds, one for each day, and tasks every participating individual to think realistically, with limited resources of material and time.



Procedure

- The module will consist of 3 rounds with each round held each day.
- The participants are supposed to make models out of the equipment provided to them by the organizers.
- Each team will be provided SB currency to purchase equipment.
- The equipment will be available from a specific location and the teams can buy items of their choice using the currency.
- The weightage will increase with each round with round 3 having the most weightage.
- The winner will be decided by the combined score from all the 3 rounds.



Rules and Regulations

- The performance will be evaluated based on the design, innovation and functionality. The teams using the least of their currency will also be awarded bonus points.
- Teams resorting to cheating, use of internet and other means that seem to give them an unfair advantage over the other teams will be penalized and in extreme cases, disqualified.
- Use of material other than the provided items is also prohibited.
- The designs completed after the speculated time will be penalized.