



# ***Creative Fuel***

A LABORATORY WORKSHOP FOR **NITRO-CHARGING** YOUR  
IDEA OUTPUT

**OCTANE**

**BURNING SPEED**

**ENERGY  
VALUE**

**COOLING EFFECT**





**PROBLEM**

**BOUNDARIES**

**CONSEQUENCES**

**STUBBORNNESS**





***Creative Fuel***

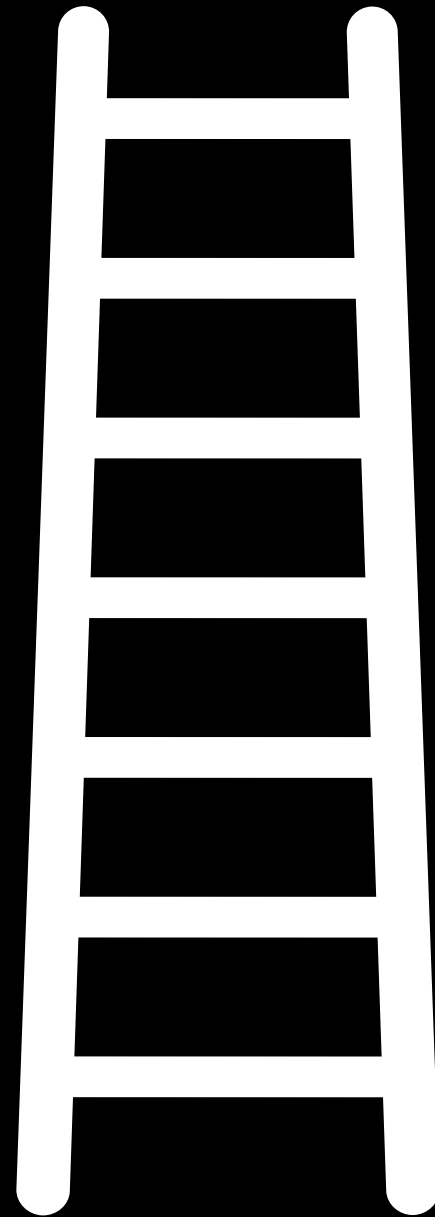
## ***Decked-Out Doghouse***

The doghouse gets a bad wrap. People in trouble have been sent there by their bosses, their spouses, and yes, even their dogs. Truth be told, the doghouse isn't so bad. At least it won't be when you are done with it.

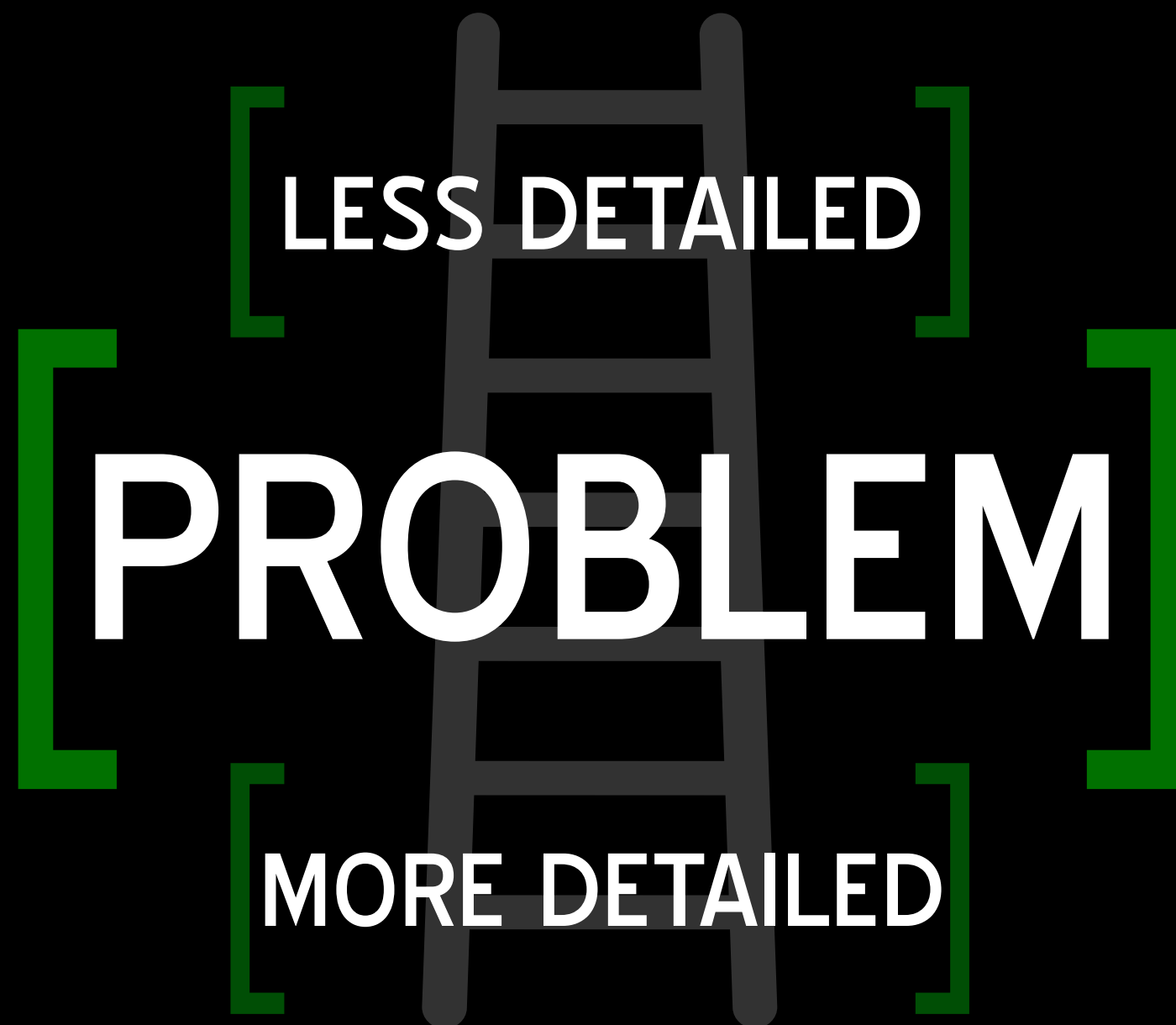
Get a partner. The two of you are charged with designing the world's greatest doghouse. Money is not an issue. You recently found out that your dog's rich uncle unexpectedly passed and left Fido with an uncountable fortune explicitly designed to fund his new domicile. Anything is possible. If you can think it, Fido can chew on it.

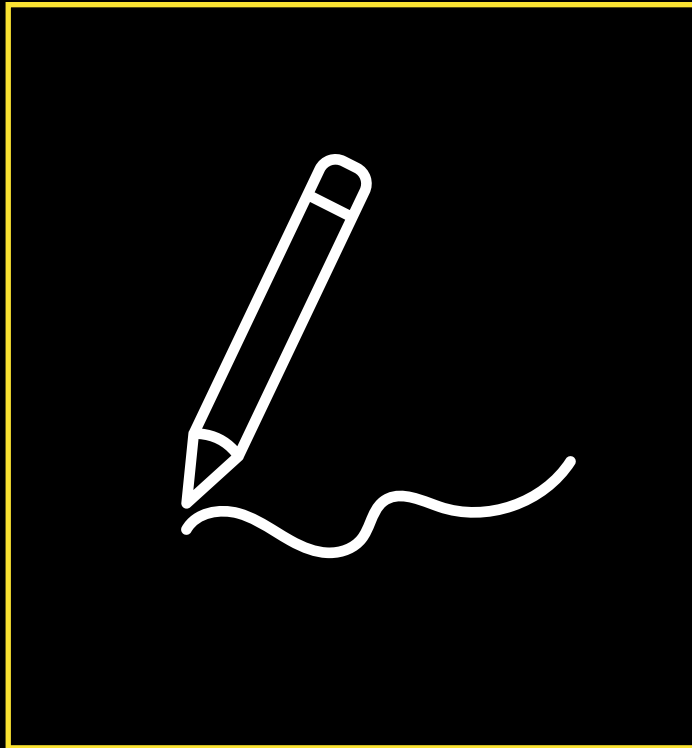


***Creative Fuel***



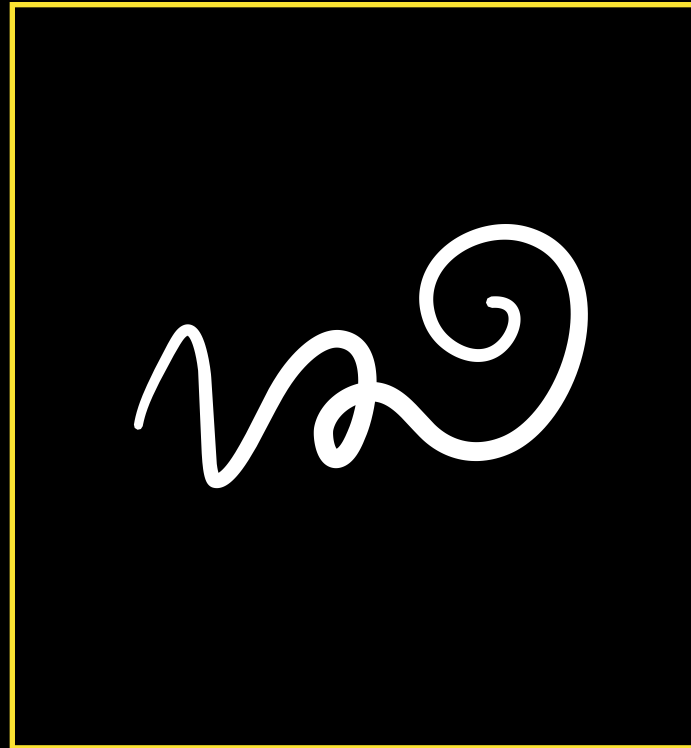
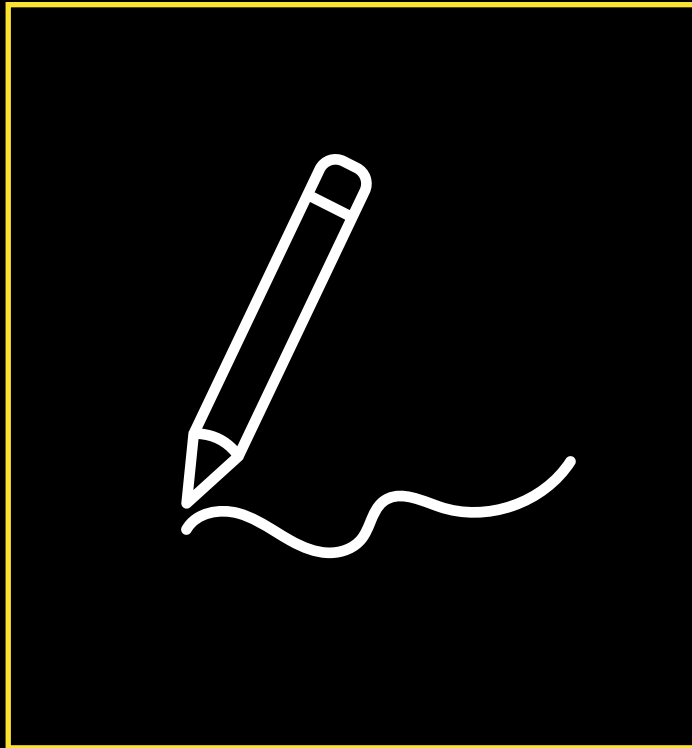
***Creative Fuel***



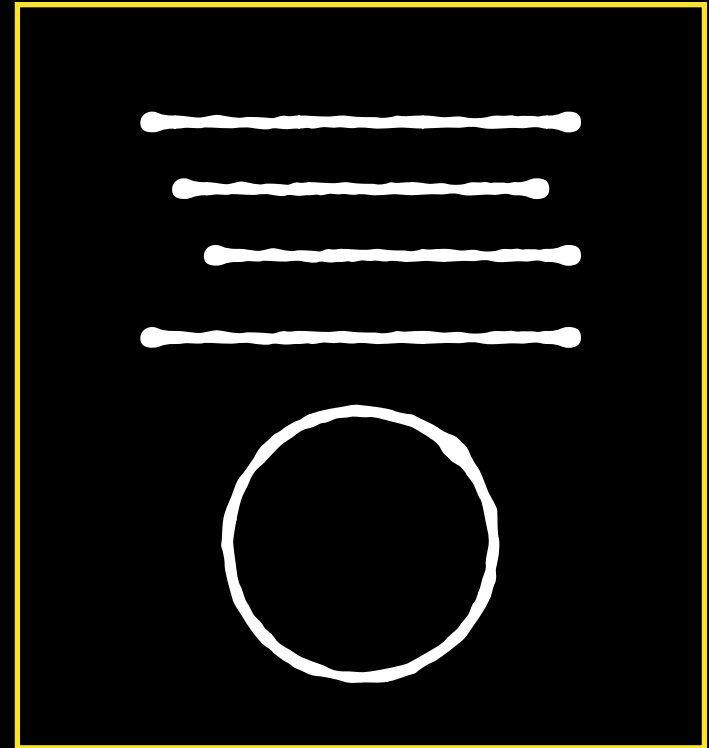
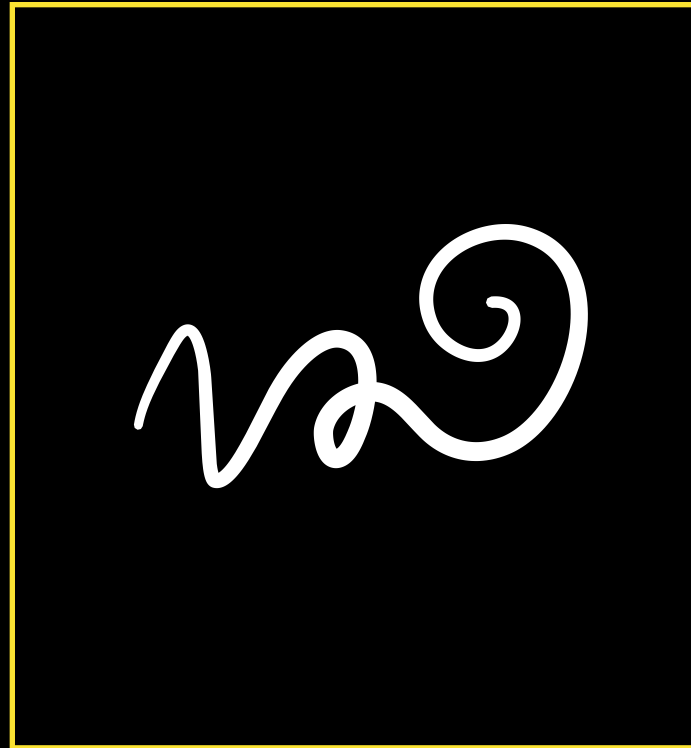
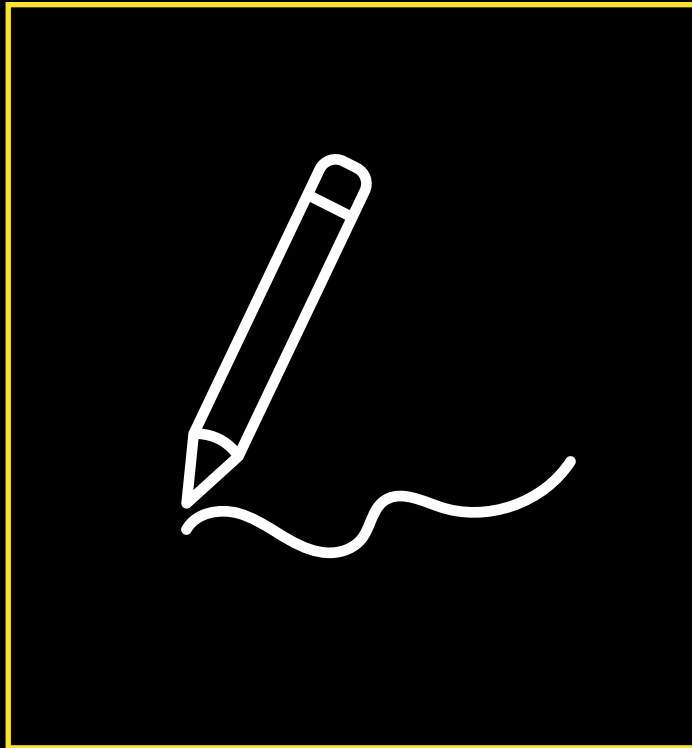


***Creative Fuel***

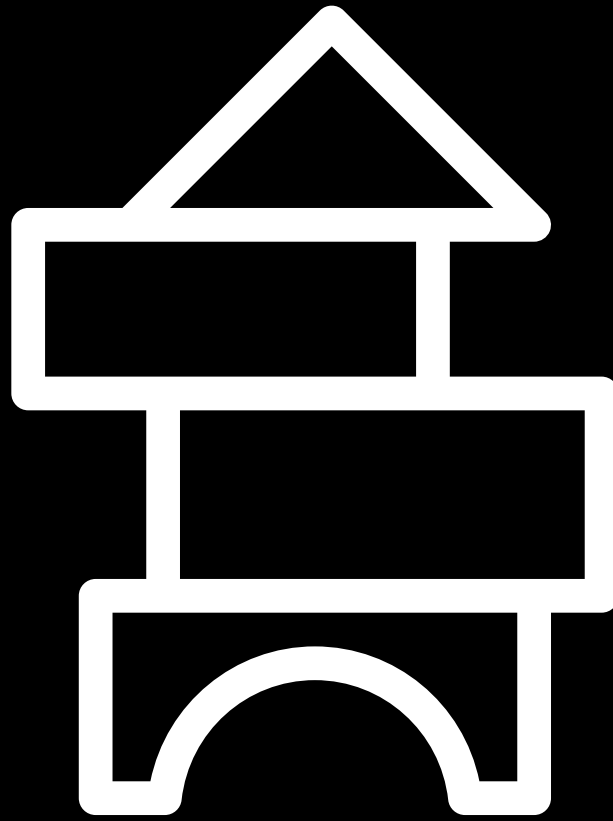




***Creative Fuel***



***Creative Fuel***



***Creative Fuel***

## ***Catapult***

The earliest descriptions of catapults were more akin to giant crossbows than the rock-hurling, wall-pummeling structures we imagine today. Regardless of their shape, their purpose was the same: throw this thing way over there—a purpose we're going to use as the basis of a friendly (read: not friendly) competition.

Get a partner. Your task is to create a working, self-propelled catapult using only the arts-and-crafts materials you find at your table. When your catapult is complete (or time runs out), each team will transport their catapult to the line, wind it up, and let 'er fly. Whichever projectile lands the farthest wins.



***Creative Fuel***

# ***Alphabet Story***

You walk to your desk and see a package sitting on your chair. It is wrapped in brown craft paper and tied with twine. On the top is a sticker that reads “Open in private.” You look around quizzically and don’t find anyone you would describe as suspicious, so you decide to act.

This is the start to a story, one that you and your partner will finish out loud, verbally. But there are rules: you must alternate sentences, you must react immediately to the previous sentence, and every sentence must start with the consecutive letter of the alphabet. Your first sentence will start with the letter A, the second sentence will start with the letter B, and so on until you complete your group story with the last sentence starting with the letter Z.



## ***Creative Fuel***



# ***Creative Fuel***

A LABORATORY WORKSHOP FOR **NITRO-CHARGING** YOUR  
IDEA OUTPUT