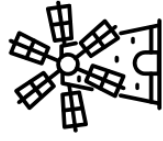


Windmill Project Timeline



Day 1

UDRI will provide a tour of the DTC. After the tour, the students will be introduced to the MacGyver challenge, where they will design and build a windmill using everyday materials.

Day 2

Educators will teach TinkerCad to the students. The lesson can be skipped if students have previous experience. Using TinkerCAD, students will design the parts to their windmills.

Day 3

Student will have 1 hour to assemble their windmills and test them this day. The one that beats the company time or has the most velocity will win. The winners will receive a trophy courtesy of UDRI's DTC.