



Makers Empire's Global Design Program challenges students from two different schools to work collaboratively to design solutions. Students are connected with other students from another part of the world to use Makers Empire's 3D design software to solve challenges such as:

Challenge 1: Transformer

Students design a robot using any Makers Empire module. Individual A Students are paired with individual B students. They duplicate each other's robot designs and transform them into a new robot design.

Challenge 2: Character Exchange

Students design a character using any Makers Empire module and write a description of the character including its name and personality characteristics. Characters from School A are printed out in School B and vice versa. Students take and share photos of the character experiencing life in their school, town, country etc. This is an opportunity for cultural exchange and for students to learn about each other's lives.

Challenge 3: A Brave New World

Students are challenged to design a completely self-sustainable city or planet. Students in both School A and B work in small groups to design particular elements of the civilisation which, when printed out are connected together to form the whole city or planet.

Challenge 4: Extreme Monster

Students co-construct a monster. Each student from School A and School B is issued with a body part to design (legs, upper body, head, tail etc.). Students design their individual components and then design an entire monster using body parts designed by other students.

Challenge 5: Amaze Yourself

Students in School A design mazes using the Blocker Module for students in School A to print out and solve and vice versa.

Challenge 6: Problem Solver

Students in School A find out about a problem that students in School B have and design a possible solution. The problem could be framed in a particular context such as water, vandalism etc.