Week 1 Tasks:

* Read the rules 2 times.
* Make notes of significant rules that will directly affect the design of your project. (like dimension and weight limits)
* Research
  + Search for design ideas
  + Search for successful projects
  + Learn the science concepts affecting your project
  + Make a simple model of the project
* Create a blueprint of your intended project
* Identify and list the specific materials and quantity you will need for the project.
* Complete small scale investigations if available for your project.

Week 2 Tasks:

* Complete small scale investigations
  + Try to experimentally determine what factors will affect your project the most
  + Document all of your testing procedures and results
  + For example, try different wheels for the mousetrap car.
* Gather materials and construct your project according to your blueprints.

Week 3 Tasks:

* Finish construction of your project
* Test and record your results
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* Analyze your results. What worked? What didn’t work? What needs to change? How can you make it better?
* Revise your design in response to your answer to these questions and modify your project.
* Test it again and record your results.

Week 4 Tasks:

* Continue to modify and test and analyze until you achieve the desired results.
* Determine/Build your final design and save for the competition.
* Begin to think about your next project.



