|  |  |
| --- | --- |
| **Design Specifications – Team 1*** **Aesthetically pleasing**
* **Safe and sturdy**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 1:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 2*** **Lightweight**
* **Aerodynamic**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 1:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 3*** **Large capacity (holds a lot of cargo/passengers)**
* **Lots of extra features**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 1:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 1*** **Aesthetically pleasing**
* **Safe and sturdy**
* **Lightweight**
* **Aerodynamic**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 2:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 2*** **Lightweight**
* **Aerodynamic**
* **Large capacity (holds a lot of cargo/passengers)**
* **Lots of extra features**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 2:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 3*** **Large capacity (holds a lot of cargo/passengers)**
* **Lots of extra features**
* **Aesthetically pleasing**
* **Safe and sturdy**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 2:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 1*** **Aesthetically pleasing**
* **Safe and sturdy**
* **Lightweight**
* **Aerodynamic**
* **Large capacity (holds a lot of cargo/passengers)**
* **Lots of extra features**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 3:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 2*** **Lightweight**
* **Aerodynamic**
* **Large capacity (holds a lot of cargo/passengers)**
* **Lots of extra features**
* **Aesthetically pleasing**
* **Safe and sturdy**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 3:** |

|  |  |
| --- | --- |
| **Design Specifications – Team 3*** **Large capacity (holds a lot of cargo/passengers)**
* **Lots of extra features**
* **Aesthetically pleasing**
* **Safe and Sturdy**
* **Lightweight**
* **Aerodynamic**
 | **Points** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
|  | **Total Round 3:** |

**End of Game Scoring**

**After all designs are final and ONLY after directed by the facilitator:**

1. **Circle the Team whose car you prefer at the end of Round 3.**

|  |  |  |
| --- | --- | --- |
| **Team 1** | **Team 2**  | **Team 3** |

1. **Tally the points awarded to each team for each category.**
2. **Tally the total points awarded per team.**

|  |  |  |  |
| --- | --- | --- | --- |
| **Vehicle Specification** | **1** | **Team****2** | **3** |
| Aerodynamic |  |  |  |
| Large capacity (holds a lot of cargo/passengers) |  |  |  |
| Lightweight |  |  |  |
| Lots of extra features |  |  |  |
| Looks cool (Aesthetically pleasing) |  |  |  |
| Safe and sturdy |  |  |  |
| **Total points:** |  |  |  |