

6th NATIONAL SCIENCE BEE



MAKE N TEST

MODULE GUIDELINES

INTRODUCTION

Put on your builder hats and get ready to test your creativity because “Make ‘n Test” is all about using your innovative skills to design and create. The tasks will include real life situations and problems which will have to be solved by preparing basic models. The participants will be working in a realistic environment with limited resources and time.

RULES AND REGULATIONS

- There will be a total of three 3 rounds spanning three days.
- All the teams will participate in all the rounds with a combined winner decided by combining the scores of all 3 rounds.
- Weightage will vary from round to round, with Round 1 being least weighted and Round 3 being most.
- The task will be revealed on the day, and will have no prerequisites.
- All the materials will be provided by the Science Bee team.
- Use of any material other than that provided will lead to penalization or, in extreme cases, disqualification.
- Participants will not be allowed to use any electronic device (Mobile Phones, Laptops etc.), or perform any action that may seem to give them an unfair advantage over the other competitors, doing so would lead to disqualification from the round.
- The judgment criteria would be revealed on the day.
- The functionality, design, appearance, time taken, and the amount of materials used would all be contributing to the final score.
- The tasks completed after the end of deadline will not be considered for judgment.