



THINGAMAJIG Invention Convention Challenge 2004

- ◆ **Super Duper Action Contraption**
create a thingamajig that lights up, sounds off, or moves around
- ◆ **The Beat Goes On**
dream up your own musical instrument using recyclable stuff from around the neighborhood.
- ◆ **Robots – today, tomorrow and yesterday**
design a robot that has a specific function using simple materials
- ◆ **Styling Funky Fashions**
create fun and funky fashions with incredibly common or unusual items
- ◆ **On My Feet**
design the hottest, stylist footwear man can imagine
- ◆ **More than a Mousetrap**
just want can you do with a mousetrap?
- ◆ **It's All in the Game**
invent a cool toy or game using recycled stuff
- ◆ **What Can A Can Be**
create an amazing creation with recyclable cans and materials
- ◆ **Sticking to Duct Tape**
use your imagination and create a functional whatsmacallit with duct tape.
- ◆ **This is the House that Samantha Built**
build your dream house, school or community
- ◆ **Smart-ability**
school never was better with a design of something that helped to make learning, homework or teaching exciting.
- ◆ **Amazing Claymation**
cool and crazy clay figures

Children (ages 5 – 14) may participate in the THINGAMAJIG Invention Challenge either individually or in a team of no more than 3 individuals. Each individual/team are encouraged to use recycled materials and are held to no more than \$20 in completing their challenge. Children need to complete and return the THINGAMAJIG Participant Form to the YMCA of Metropolitan Washington – 1112 16th Street, NW, Washington, DC 20036 to formally enter their projects for competition and judging. Registration Deadline is Monday, July 12, 2004. Projects must be ready for set up on August 3, 2004.