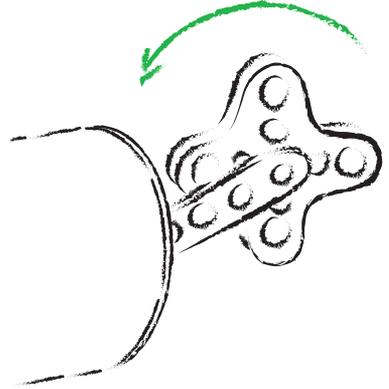


Use contents of this set and items from around your house to solve this challenge:

## ENGINEERING CHALLENGE #1

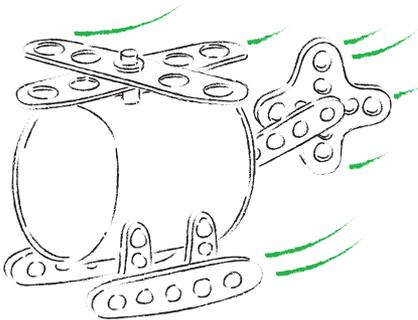
Make the helicopter's tail propeller turn.



Use contents of this set and items from around your house to solve this challenge:

## ENGINEERING CHALLENGE #2

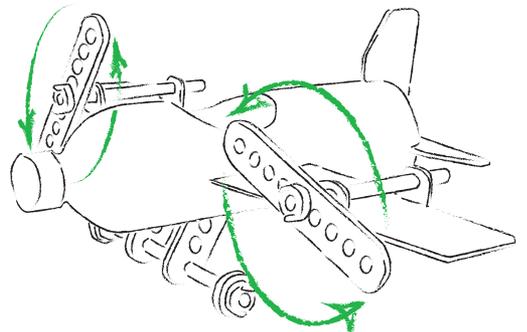
Make the helicopter appear to “fly” across the room.



Use contents of this set and items from around your house to solve this challenge:

## ENGINEERING CHALLENGE #3

Make the two plane props spin at the same time.

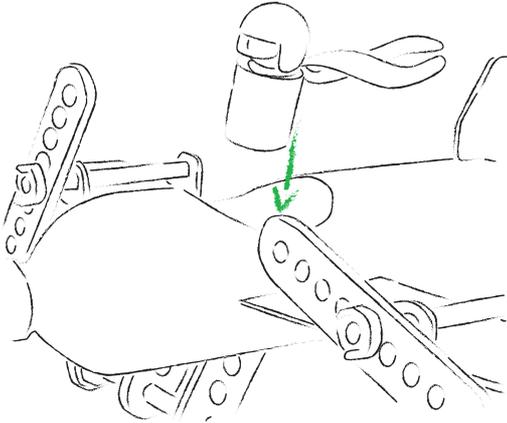


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Use contents of this set and items from around your house to solve this challenge:

### ENGINEERING CHALLENGE #4

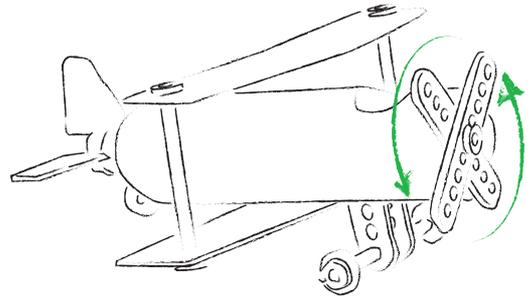
**Give the plane a pilot.**



Use contents of this set and items from around your house to solve this challenge:

### ENGINEERING CHALLENGE #5

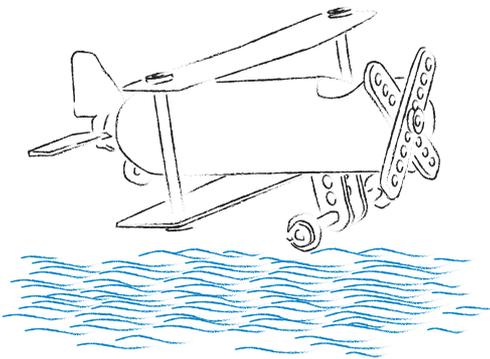
**Make the biplane propeller turn by itself.**



Use contents of this set and items from around your house to solve this challenge:

### ENGINEERING CHALLENGE #6

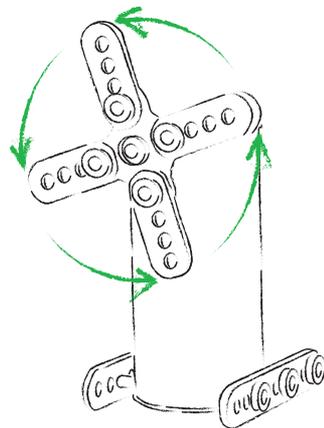
**Convert the biplane into a craft that can land on water or snow.**



Use contents of this set and items from around your house to solve this challenge:

### ENGINEERING CHALLENGE #7

**Make the windmill turn.**

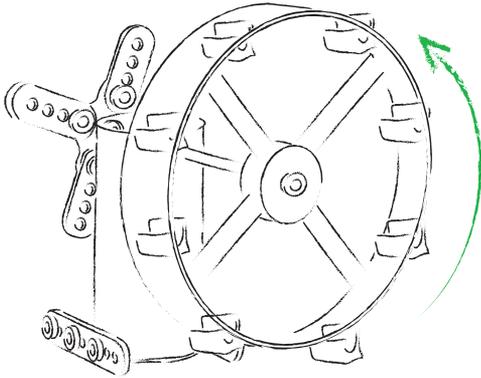


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Use contents of this set and items from around your house to solve this challenge:

## ENGINEERING CHALLENGE #8

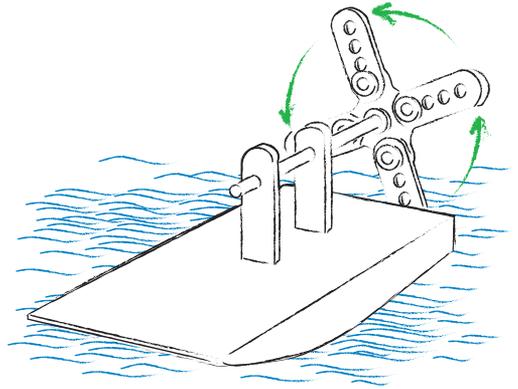
Use the windmill to power a mini Ferris Wheel.



Use contents of this set and items from around your house to solve this challenge:

## ENGINEERING CHALLENGE #9

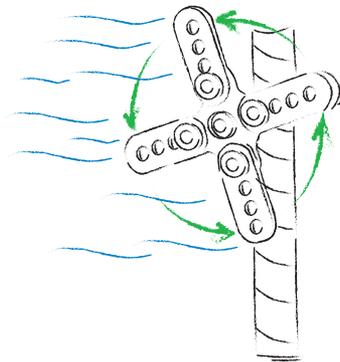
Design and build an airboat that can power itself in water!



Use contents of this set and items from around your house to solve this challenge:

## ENGINEERING CHALLENGE #10

Design and build a hand-held fan that can cool you off on a hot day.



Visit:

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to see all the Maker Studio sets  
and combine them for more  
building fun!

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