



ICEBREAKER

ENGINEERING MYSTERY

Students will work together to solve the mystery of Dr. Science's stolen time machine by completing various engineering-related puzzles and testing their engineering knowledge!

Goal To teach students about famous people in STEM, learn about the engineering design process, and develop teamwork skills.

Time Needed 15 minutes

Materials [Engineering Mystery slide deck](#)

Steps

NOTE: This icebreaker can be completed with large or small groups, use a minimum of three people per group.

1. Introduce the mystery, the characters of the story, and the mission to be completed by participants.
 - a. The mystery: A stolen time machine.
 - b. The characters: Dr. Science, Dr. Technology, Professor Engineer, Janitor Math
 - c. The mission: Find the time machine and return it to the lab as though it was never stolen.

2. Solve the first puzzle by answering three questions. Certain letters from each answer will be an anagram of the puzzle's solution.
3. Solve the second puzzle by pairing phrases and images to triangulate the location of the stolen item.
4. Solve the third puzzle by determining the order of steps in the engineering design process. The associated number sequence is the code to run the machine.
5. Reflect on the given questions.

Reflect

- What is one thing you learned?
- How would you prevent such an invention from being stolen in your life?
- What was your favorite activity and why?