



ICEBREAKER

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## ENGINEERING SCAVENGER HUNT

*A scavenger hunt activity where participants choose an object and explain its function.*

**Goal** To encourage participants to think about the intention behind designs.

**Time Needed** 10 minutes

**Materials** Any human-designed object

### Steps

NOTE: This activity can be completed in large or small groups, use a minimum of four people per group.

1. Take three minutes and find any object within your space that was designed by a person.
2. Determine the intended use of the object and answer the following questions:
  - a. Which engineering discipline does the design of this object fall under?
  - b. If you were creating a new version of this object, what would you change and why?

3. Share your object and the answers to these questions with your group.
4. For another person's object, answer: beside the intended use they offered, what else could the object be used for?

This activity could be completed again and again with new objects each time to lengthen the activity.

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*This icebreaker was created by 2021 EngineerGirl Ambassadors Annum Hashmi, Kimberly Wu, Shannow Yeow, and Zhilu Xie.*