



QUARTER ONE

BEST OF 2024

- step 1
IDEATION
- step 2
GRAB YOUR MATERIALS
- step 3
MAKE A PROTOTYPE!

VISIT [DISCOVERYWORLD.ORG](https://www.discoveryworld.org) FOR MORE INFO
USE [#KOHLSDSIGNITLAB](https://twitter.com/KOHLSDSIGNITLAB) TO SHARE YOUR PROJECTS!

FEBRUARY: CRAFTSTICK CITY

AGES 5+
15-20 MINUTES

What is this wooden metropolis? Why, it's Craft Stick City! The city that doesn't sleep...because nobody lives there! We're making a scale model of a city that you get to help build. This month, our Junior Innovators will take a crack at Urban Planning, learning the crucial design behind city architecture and layout.

WHAT MAKES OUR CITY

In this case, literal craft sticks. In most cases, cities are made up of many distinct types of buildings that meet their inhabitants' needs. Cities must balance environmental, economic, and social services for their people.

WHO PLANS A CITY

Architect - An Engineer who designs buildings.

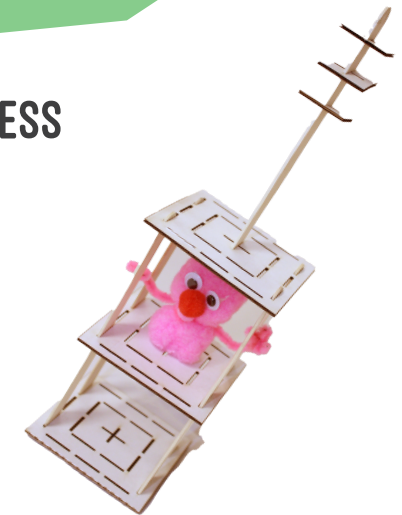
Contractor - The team that executes the Architects vision.

Urban Geographer - helps plan the layout of a city based on cultural, future and geographic factors.



THE ENGINEERING PROCESS

- 1 Define the Problem
- 2 Do your research
- 3 Develop a possible solution
- 4 Build a prototype
- 5 Test it
- 6 Evaluate your solutions



NEIGHBORHOODS

Cities are made up of neighborhoods. Each neighborhood must have affordable access to hospitals, groceries, housing, nature and public transportation. Does the neighborhood you are helping to design have these?



QUESTION TO ASK YOURSELF



- What types of building should I build?
- What features should I include with my building?
- Does my building service my community?
- Does my building impact the environment/local ecosystem in any way?