

ACTIVITY 2

ENGINEERING IN ACTION!

For Lance and Walter, problem-solving and unique gadgets are part of the job. Use your sleuthing skills and gadget genius to complete this spy challenge.

PART 1: Lance needs your help! The super spy must choose which of Walter’s amazing gadgets will best help him as he embarks on his latest mission to recover a stolen microchip. Read the description of each gadget and check out the pictures below. Then read each situation below to figure out which gadget Lance should choose to get him past each obstacle. Each gadget is used once.

Gadgets:

- Biodynamic concealment – a serum that transforms Lance into a pigeon so he can hide in plain sight!
- Inflatable hug – a personal protection device that inflates into an airtight ball and wraps around you to keep you safe
- Walter’s watch – a supercomputer with a hologram screen used for calculating and communicating in the field
- Binder bubbles – a bubble blaster that blasts bubbles that hold things together and can contain explosions



Situation	Gadget
1. Lance has to check a 3D diagram to plan how he will get into the building.	
2. Next, Lance must break open the safe without causing any other damage.	
3. Finally, Lance must carry the microchip back to headquarters without getting caught before time runs out.	

PART 2: With your team, choose one or more of Walter’s gadgets. Then, using the descriptions above, come up with a scenario in which Lance would use the gadget(s) to complete his mission. Summarize your scenario on the other side of the paper.



BIODYNAMIC CONCEALMENT



INFLATABLE HUG



WALTER'S WATCH



BINDER BUBBLES