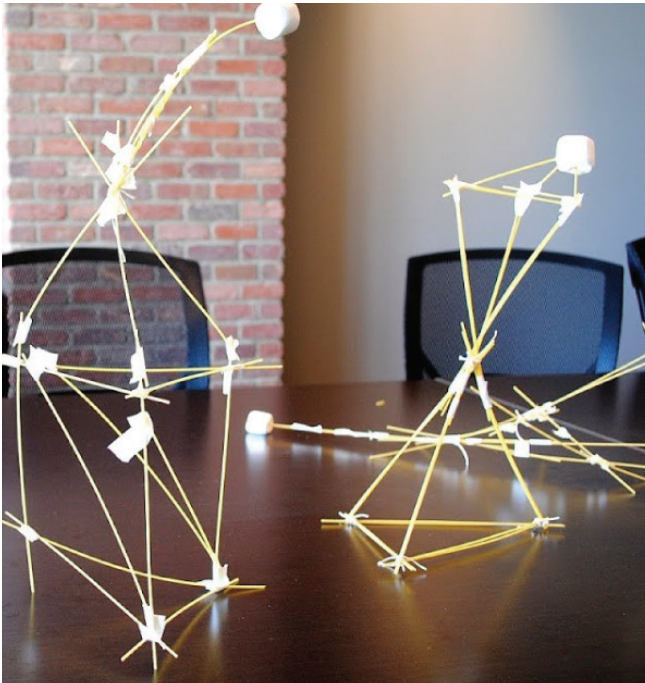


# Marshmallow Challenge

Fun team-building with Design Thinking and marshmallows

To encourage students to work together to practice several design thinking mindsets: Radical Collaboration, Bias to Action, Build to Think, Failing Fast, Test and Iterate. The Marshmallow Challenge activity is designed to get students working together to build and test their designs with an emphasis on radical collaboration and bias to action.



## Activity Details

### Goal

To encourage students to work together to practice several design thinking mindsets: Radical Collaboration, Bias to Action, Build to Think, Failing Fast, Test and Iterate.

**Design Thinking Modes:** Prototype and Test

**Difficulty:** Beginner

**Duration:** 45 minutes

**Group Size:** Groups of 3-4, if possible

## Instructions

- Each group builds a structure using the provided materials
- The structure must support the marshmallow at the top of the structure
- Groups get 10 minutes to complete their structure
- Focus on ideation, brainstorming, and collaboration
- The Goal is to have the tallest structure that supports the marshmallow

## Materials

- 20 pieces of spaghetti
- 1 marshmallow
- 1 yard of string
- 1 yard of tape

## Debrief Activity

- What was the hardest part of the challenge? Easiest? What have you learned?
- Why is testing so important? What would you do differently if you had the chance?
- Discussion iteration and how it could help with this activity.