

1. The theme is "The Most Innovative and Inspirational" hands on, educational, aerospace activity. Ideally any other unit could take the activity and easily and inexpensively reproduce the activity as a fun and educational AE squadron activity.

2. Below are some additional criteria.

a. It may be an activity/activities, game(s), puzzle(s), etc. that requires the user/participant to do more than read and/or take a test.

b. It will be educational about one or more aerospace topics.

c. It must be reproducible by the average unit. You may choose to provide directions, instructions, handouts, disks with material on them, etc.

d. It will cost less than \$20.00 to recreate and do. That could include disks, handouts, giveaways, material you are selling/providing.

e. You must be able to provide a complete set of directions for reproducing the activity, rules for running the activity, or other helpful information.

f. It will be demonstrated at the conference. It will be demonstrated on the display table top (5 or 6 ft standard table) or if stand-alone no more than 7 ft tall and no greater footprint area than 6 ft x 4ft. You may also demonstrate the activity outside if you tell us where to find you.

g. It will require two members or more to demonstrate.

h. The activities and all materials should be created by cadets only.

i. The more fun the better.

3. If I may suggest the following sources of material.

a. Commercial made game boards may be loaned and cost nothing. They should be common games. Examples: Monopoly, Trivial Pursuit, Candyland.

b. Recycled material can cost little or nothing. Examples: egg cartons, paper towel tubes, cardboard boxes.

c. Easily donated material is cost free. Examples film canisters are free from photo developers.