**Tower of Doom! Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Directions:** You must create the tallest TOWER in the class by using 3D shapes. Points can be earned in different ways (see below) with the goal to have the most by the end.

**Rules:**

1. You must use **AT LEAST ONE** of each for following objects (Triangular Prism, Rectangular Prism, Rectangular Pyramid). **One of each!**
2. For your Tower to be eligible to win it must be able to stand **ON ITS OWN**. You can’t use anything outside of the nets to prop it up. The Towers needs to be stable so that it can be measured by the judge.
3. Don’t interfere with somebody else’s work: Your team will be disqualified and it’ll make the class awkward and quiet. Nobody likes that.
4. Each measurement for a single object should be no larger than 10 Hermans.

**How to EARN POINTS:**

1. Build the **Tallest** Tower **(6 points – only one winner)**
	1. To be eligible, the Tower must follow the rules listed above.
	2. Your height measurement must be the same (or close enough) as the judge’s measurement.
2. Have the correct **TOTAL** **VOLUME** for your Tower. **(5 points – everybody can earn this)**
	1. To be eligible, you must have a group member record the number of shapes used, their dimensions, and total volume for each shape.
3. Have the correct **TOTAL** **SURFACE** **AREA** for your Tower. **(3 points – everybody can earn this)**
	1. Your tower must have a clear way of showing the surface area. (In other words, objects need to have their sides placed against each other to show they’re connected – there’ll be an example on the board)
	2. Surface area is only the part of the shape you can see. If part of a shape is covered by another then it’s not surface area.
4. Most **CREATIVE** Tower **(2 points – only one winner)**
	1. This is totally subjective (my opinion) but whichever Tower looks like it had the most thought put into its design will win. There won’t be favoritism or anti-favoritism – that doesn’t happen here.

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| **Final Numbers** |
| Total **Number** of Objects |  \_\_\_\_\_\_\_\_\_\_\_\_\_ Objects |
| Total **Volume** |  \_\_\_\_\_\_\_\_\_\_\_\_\_ Hermans3 |
| Total **Surface Area** |  \_\_\_\_\_\_\_\_\_\_\_\_\_ Hermans2  |
| **TOTAL HEIGHT** |  **\_\_\_\_\_\_\_\_\_\_\_\_\_ Hermans** |

**\*KEY\***

= **1 Herman**  **=** $\frac{1}{2}$ **Herman**

