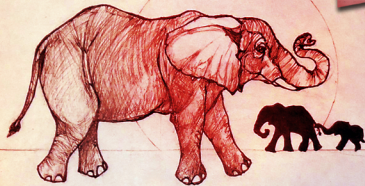


BIG SCALE, SMALL SCALE, SENSING.
CHALLENGE CARD



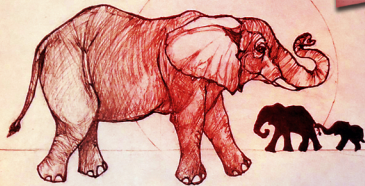
Mechanoreceptors

Decide where in your city to use pressure sensors to gather helpful information or trigger important services.



Artwork by Kelly Tumbull

BUILD COMMUNITY!
CHALLENGE CARD



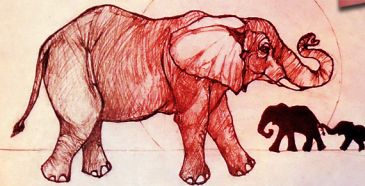
Mentors

Build in a fun way for big mentors to help the city's youngest residents practice important skills.



Artwork by Kelly Tumbull

BUILT IN FUN
CHALLENGE CARD



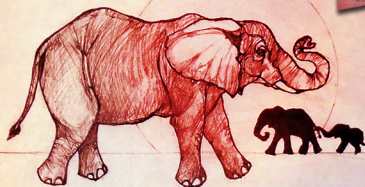
Movement

Create city structures that make walking, dancing and moving more fun, and easy for people with different challenges and abilities.



Artwork by Kelly Tumbull

BETTER THAN RECYCLING!
CHALLENGE CARD



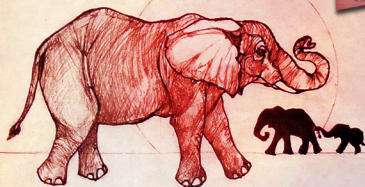
No Waste

Build in relationships to prevent waste or turn it into value in your city.



Artwork by Kelly Tumbull

BEEP BEEP BEEP
CHALLENGE CARD



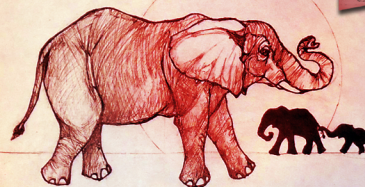
Noise

Cities need a lot of noises for complex messages, but noise pollution is exhausting. Design a better plan.



Artwork by Kelly Tumbull

USEFUL TO THE END!
CHALLENGE CARD



Rebuilding

Consider the laws & materials used in your city's building construction to be sure even abandoned buildings help their neighborhoods.



Artwork by Kelly Tumbull