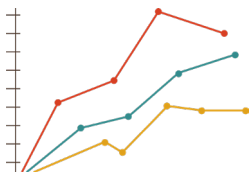


Cars that Drive Learning

Teamwork • Tool-Use • Technology • Tenacity

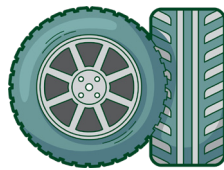
Ten80 students own a motorsports team. Like professionals, they work together to master the mechanics, practice data-driven design, and manage their team like a business using teamwork, problem-solving, marketing, and budgeting skills.

- ☑ Science behind Safety and Speed
- ☑ Technology of Transportation and Today's Moving Parts
- ☑ Engineering Solutions and Performance
- ☑ Math Modeling for the Win



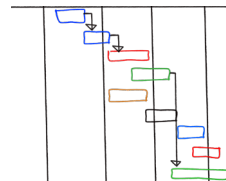
Data-Driven Decisions and Design

Math modeling AND Creativity



Optimize Performance

Learn how things work, how to optimize setup, how to troubleshoot



Enterprise

Project Management, Money Management, and Marketing



Career Connections

Practice critical career skills. Professional networks mentor and support students.

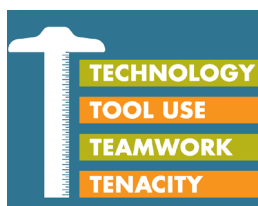


The Technology

1:10 scale electric radio-controlled (RC) car with mechanical and electrical systems that mirror those of real electric vehicles, including adjustable suspension, chassis geometry, tires, motors, and so on.

The Pillars

All Ten80 programs are built on the **T-Square** priorities of all students practicing Tool use, Technology skills, Teamwork, and Tenacity, and the **STEM Innovation** framework for students working together to achieve goals.



The Goal

STEM practice and inspiration: Learn to work with others and to apply the appropriate tools to solve complex, real-world problems, and to think and communicate like experts in a world where interdisciplinary knowledge and literacy are increasingly critical.

The Missing Pieces Problem

Problem: STEM without tools. STEM without data and applied problem-solving. STEM without math.

Not a Problem: Created before the term STEM hit the headlines, Ten80 Racing Challenge includes them all.

The Lasting Impact

Students practice skills that matter in jobs and in life. They discover careers that they had never considered. They begin to see themselves in STEM. They keep a toolbox full of tools in their house, and aren't afraid to use them.

Class, Club, Camp

From 2 hours to 20-week projects

- STEM clubs
- Intro to Engineering and STEM classes
- CTE (Career-Technical Education) courses
- Summer camps
- STEM Festivals and STEM Saturdays

The Goods and the Glory

Included:

- ☑ Standards-based activities that fit in a 45-minute period
- ☑ Student-facing digital and print curriculum
- ☑ Non-consumable technology and tools
- ☑ Training and ongoing support, in-person and web-based

Competition is optional, but encouraged. Students can compete within their own program, with other teams at local in-person events, at the annual National Finals, and through a web-based points race.

