TEAM H3

Why Don't You GOAL?

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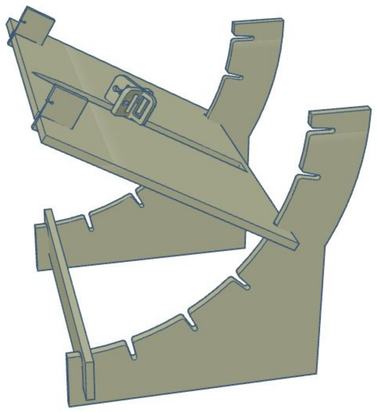
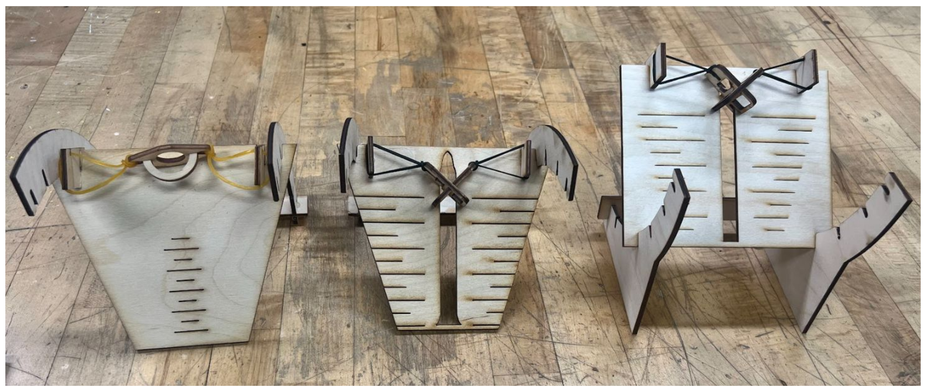
ESRE
Environmentally and Socially Responsible Engineering

A. James Clark School of Engineering

Final Design

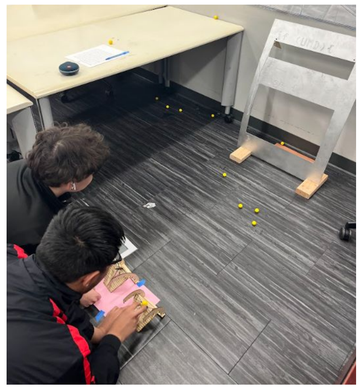




Last Semesters Design | Mid Semester Design | Final Design

- GOAL (Get Outside and Learn) program delivers 2400 hands-on kits a year
- Purpose:
  - Introduce middle schoolers to STEM concepts
  - Host design challenge events with students
  - Work with local students, parents, and teachers partners
- Designed by undergraduate students and manufactured on campus

Stakeholder Testing

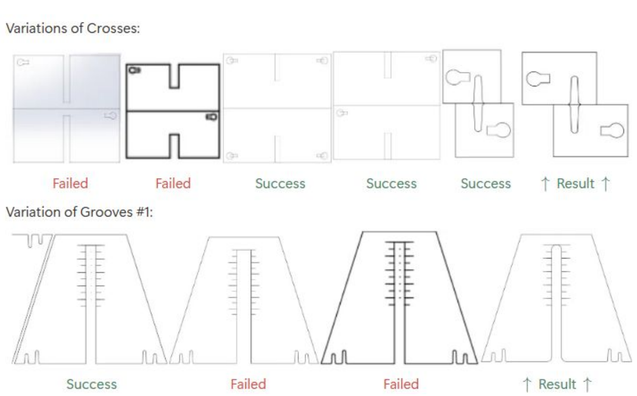
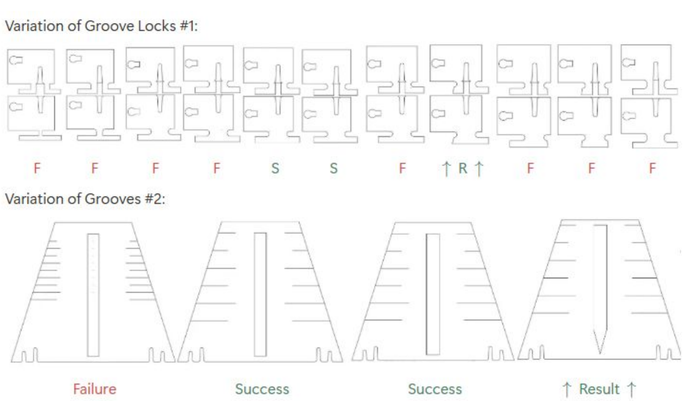
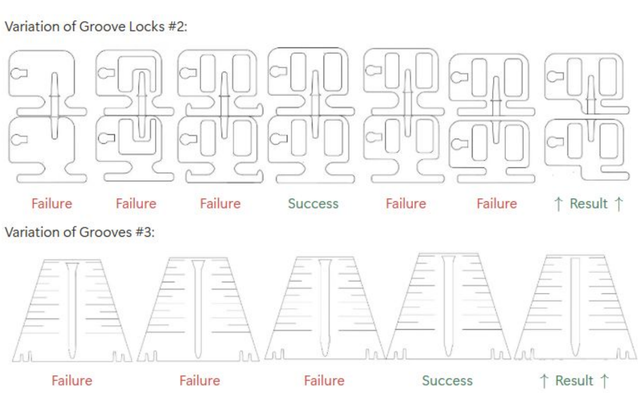
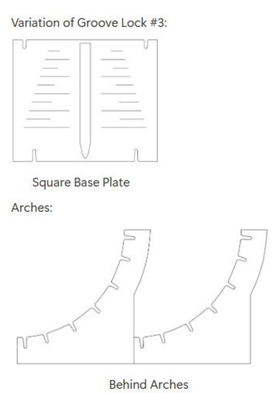


E4USA at CP Academy
4/3/25: 11 students

Maryland Day Event
04/26/25

AACPS Event
04/24/25: 10 students

TechGirls Event
3/2/25: 40 students

The Launch, Learn, and Land kit is the culmination of three semesters of student innovation designing hardware and testing curriculum. This semester's effort focused on improving the user experience and the design was evolved through four test events. The final product will go into production starting Summer 2025 with a 1000 kit manufacturing run and the organization of a four-school large scale event in July.

Version History