C:\Users\wstafford\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\GKI37Q1B\MC910217639[1].wmf**GRASP – Mini Golf Project**

**Goal**: Design a three hole mini golf course design and project pitch.

**Role**: Head Golf Course Architect for Haynes Architecture

**Audience**: Adventure Park Owner

**Situation**: A new Adventure park has been opened in Northwest Washington, DC. It will have batting cages, a video arcade, and a mini golf course. The adventure park owner is soliciting bids to design their mini golf course.

**Performance**: You are the head architect for Haynes Architecture, and you are preparing your bid for the site design. The Adventure Park Owner has asked you for the following in your bid

Three Sample Holes

* Easy Hole – This hole requires that a hole in one only takes two ricochets off of a wall
* Medium Hole – This hole requires that a hole in one takes three ricochets off of a wall
* Difficult Hole – This hole requires that a hole in one requires four or more ricochets off of a wall

The Adventure Park Owner expects that you have a strong understanding of physics, and will ensure that all hole in ones are possible based on the laws of physics and angles of reflection.

The adventure park owner has already bought supplies for greens – and has a limited amount. She wants the area of the three holes to be no larger than 200 m2, but no smaller than 190 m2.

The Adventure Park Owner needs new business – so it would like to establish a really strong brand. In addition to designing the holes, you must create a theme for your mini golf course, and use this theme in an elevator pitch. Your elevator pitch must include why your theme is great, why your course is great, and why your course should be chosen.

EXTRA CREDIT: If you’d like to make a 30 second commercial to pitch your project, you may ask the Adventure Park for a flipcam to create your commercial. It will be graded based on it’s ability to – highlight the geometry within the mini golf design, sell the park, and get residents interested in coming to the park to play minigolf.

**Standards**: G-MG.1. Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder)

 G-MG.3. Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios).

Your project will be graded upon the rubric attached – according to the following points:

Easy Golf Hole: \_\_\_\_\_\_\_\_\_\_/20 points

Medium Golf Hole: \_\_\_\_\_\_\_\_\_\_/20 points

Difficult Golf Hole: \_\_\_\_\_\_\_\_/20 points

Theme: \_\_\_\_\_\_\_\_\_\_\_\_ /10 Points

Elevator Pitch/Commercial:\_\_\_\_\_\_\_\_ /10 Points

Work Hard: \_\_\_\_\_\_\_\_\_\_ /20 points

Comments: