Group Prompt

- Keep in mind: Although we want to expand our knowledge, we want to do so in the context of what we're doing (+1).

- General Research:
  - What are gears and why are they important?
  - What do gears allow us to do?
  - How does this apply to your mechanism design?

- Sub-topics
  - What terms and vocabulary do we need to describe and specify gears and gear pairs? (Madi, Isaac's)
  - Where are gears being used in our immediate environment? (Erick, Juliet's)
  - What are common types of gears and what are their advantages? (Zach's, Brenda's)
  - How do we design a gear pair (or system) to get what we want? (Quentin's, Raymund's, Indika's, Justin's)
  - What are the primary parts of a functional gear system? What considerations do we have when designing them? (Jake's, Luna's,

Group Deliverable (graded)

- Your task - a presentation that includes:
  - A quick (1-3 minute) general presentation of gears.
  - A detailed (~5 minute) presentation of your specific sub-topic.
  - An interactive activity to “teach” or “test” the audience. This must involve something dynamic that you make, customize, or creatively demonstrate and must involve the audience at large (more than just a few people).