

How To Guides

Volume # 7: Consequences

OVERVIEW

Consequences is the sixth and final section of the [Description](#). This section is unique to many science or engineering competitions as teams need to think about how a future technology may impact society in both a positive and negative manner.

“Consequences: *Recognizing that all technologies have positive and negative consequences, describe the potential positive and negative consequences of the new technology on society.*”

RUBRIC

This section is worth 10% of the entire project. It will be worth ten points based on the following criteria:

- Did the team describe the potential positive consequences of the new technology? (4 pts)
- Did the team describe the potential negative consequences of the new technology? (4 pts)
- Does the team have both positive and negative consequences? (2 pts)

STEPS

Below are suggested steps teams can use as they write about their consequences.

1. Brainstorm ideas for both positive and negative consequences in 10 or more years.
 - a. Think about the effect on people and communities.
 - b. Think about daily life, communities, industries, or the environment.
2. Develop two separate lists, one for positive consequences and one for negative consequences.
3. Write two paragraphs based on the team’s lists under the heading of Consequences using the chosen description format (discussed in the How to Guide Vol 2).
4. Any research that is used must be cited in the Bibliography. Keep adding to the list of resources throughout working on the sections rather than waiting until the end of the project.
5. Even though this is the last section of the Description, there are still parts of the project that need to be submitted to the coach. The Bibliography should follow the Description sections and be submitted as one document.