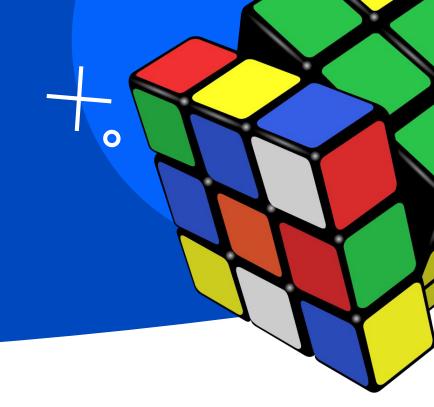
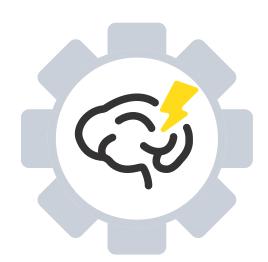
The Engineering Design Process





1. Brainstorm | Goal: Select your best idea.

- **Brainstorm at least 3 ideas.** All ideas are welcome at this stage.
 - What is the problem you're trying to solve?
- Write down everything. Even silly ideas can spark amazing solutions! Remember words and phrases count too.
- **Bring your big ideas into focus.** Consider criteria and constraints.
 - Can you build it with the materials you have available?
 - Did you consider the constraints provided?



2. Research | Goal: Explore science concepts that can guide your design.

- ** Ask questions! Curiosity is key to finding information about your problem.
 - What have other people done?
 - What materials and tools are available?
- □ **Look everywhere!** Use all resources available—books, websites, experts, etc. Knowledge is power!
- ☐ **Keep track of your sources!** Write down any science principle that will inform your design (and their source.)



3. Design | Goal: Create a sketch of your best idea.

- Get creative! Sketch out your best idea.

 Label all the important parts.
- Summarize 2 science concepts you learned about in your research. How can you combine these concepts with your original design to improve it?



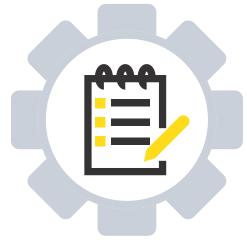
4. Build and Test | Goal: Build a prototype and test it to see if it works.

- Does it work? Test your prototype to see how well it solves the problem.
- Don't be afraid to make mistakes! Make a note of what doesn't work to help you improve your design. It's all part of the process!

Design (Again!)

Design (Again!) I Goal: Use what you've learned from your tests to adjust your design.

What worked well? What could be improved?



5. Evaluate | Goal: Review each version of your design and reflect on the decisions you made.

- Reflect on the process. Be honest and specific in your evaluation.
 - How did your design change from the beginning of this project to the end?
 - What information did you use to make these changes?
- ☐ **Ask yourself:** What did you learn? What would you do differently next time?

