Problem: After the class chooses a specific problem, write a problem statement. Be general so that it is open to many solutions.

Brainstorming: While the class is brainstorming, write down some of the ideas.

Pick One: Circle the idea from the list above that the class chose by voting.

Explain: Describe the chosen idea in as much detail as you need so that anyone can understand. You might need to draw a diagram or picture on the back of this sheet to make your explanation very clear.

Test: After you test the design idea as a class, write down what happened. Was it what you expected would happen?

Review:
Did the design idea solve the problem statement that you wrote above?

Do you think it is the best solution possible?

Do you think that if you started over, and incorporated what you learned from your first design, you would be able to think of an improved design? What would be different?