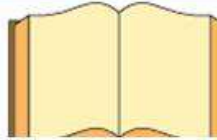


Flow Map of the process to develop the design challenges.

Creating an interdisciplinary learning environment using engineering design and thinking skills

Rev	Description	Approval	Date
06			08/18/10

Team



Listen to the needs & values of the characters in the story

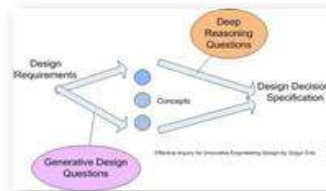
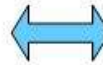
Find the design challenges in the story

Create a store map to view characters, challenges, solutions from the view of the "Lens" of an engineer



Engineers design useful products and process for society based on all disciplines but mainly science and math

Science & Math Frameworks



Iterative Process

1. Generate raw ideas for a given challenge
2. Select an idea that is particularly interesting
3. Identify the requirements for that concept
4. Come up with multiple solutions that meet the requirements
5. Select a solution, based on the requirements



Assessment

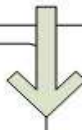
Presentation Outline:

- How did we approach this design challenge?
- What did we know?
- What did we learn?
- What would we do differently the next time and why?



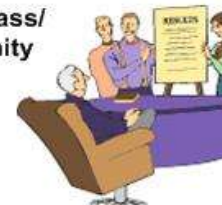
Extensions:

- Plays
- Games
- Reports



Sketch/ Build a prototype

Presentation to Class/ Teacher/Community



Title:	Design process Flow	
Doc. #		Rev.
Author	Bill Wolfson	