Name(s):

Date:

What is the problem (what needs to be solved/improved)?

Sketch and describe possible solutions (different ideas that might solve the problem). Use extra paper, if needed.

Choose the best solution. Circle it. Why do you think it is best?
Build and test your solution! Record your observations and data.

Did it work? What are its strengths/weaknesses?

Did you solve the problem?

Yes? Great! Identify a new problem (a way to make your design even better).

No? That's OK. What did you learn that can help you solve it in a new or different way?

There is no perfect design (yep... your design can still be improved).
Make it stronger, cheaper, better looking, etc.