Name:

DON'T GET THE TECH WET

1. Identify The Problem

What is the problem you are trying to fix?

3. Plan

Sketch your design, identify materials

2. Brainstorm

What did you research? What did you find out?

4. Build

Build your prototype

5. Test

Test your model, write down your results

6. Redesign

Did your model work? What could be done different?

7. Share

Share your results! Write down your final observations. Was your tests successful? What worked well? What didn't work?