

# Student Worksheet for your own Maker project

Name(s): \_\_\_\_\_ Date: \_\_\_\_\_

## Find a Problem

What problems can you see in the pictures? Pick one problem and describe it below.

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## Brainstorm

*Individual work:* Now that you have found a problem, take three minutes to come up with ideas for solving it. Be prepared to share your ideas with your group.

*Group work:* Share and discuss your ideas for solving the problem.



Record as much as you can through sketches, photos and notes.



Use LEGO bricks and sketches to explore your ideas.



Sometimes simple ideas are the best ideas.



**Choose the Best Idea**

You should have come up with a number of ideas. Now choose the best one to make.

Write down three things your design must be able to do:

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

**Go Make**

It is time to start making. Use parts from the LEGO® set to make your chosen idea. Test your design as you go and record any changes that you make.

**Evaluate What You Have Made**

Have you solved the problem that you found at the start of the lesson? Look back at the things you said your design must be able to do.

How well does your solution work? Suggest three things you could do better.

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

**Present Your Model**

Now that you have finished, make a sketch or take a photo of your model, label the three most important parts, and explain how they work. You are now ready to present your model to the class.

**Well done! What will you make next?**

◀ Three things your design must do.  
Example:  
The design must...  
The design should...  
The design could...



◀ You can use other materials from around the classroom.



◀ Print your photos and attach all of your work to a legal size sheet of paper or card stock.

