

MAKER Connect: Make Wearable Technology

Wearable technology is being used more every day. We see it in heart monitors, mind-controlled and hand-controlled devices, virtual reality headsets, and smart watches that can pay for your shopping. These are just a few of the products that already exist.

Look at the pictures below.

- · What can you see?
- What problems can you see?
- · Can you make something to help?







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Student Worksheet: Make a Wearable

Name(s):

Date:

Find a Problem

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

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.

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

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

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

The design must.. The design should.. The design could..

You can use other

materials from around the classroom.

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design must do. Example: