

Harvest Challenge

Engineering Design Process

- Identify or define the problem
- Generate ideas
- Identify best idea based on constraints
- Design and build a prototype
- Evaluate tests
- Iterate and redesign
- Explain results

Challenge

As fall approaches, many people enjoy going apple picking or to the pumpkin patch. What types of crops grow in your area? How are those crops harvested?

Design an invention to harvest a crop safely, effectively and efficiently.

Use each step of the Engineering Design Process to solve this challenge! Design your invention using LEGO® bricks or whatever materials you have available to you.

Getting Started

In this Engineering Design Challenge, your task is to develop a model that can harvest a crop.

- Develop criteria for success as a class such as speed, effectiveness, and safety of the crops and operators.
- Test and iterate on your design.
- Code your device to work effectively and safely.