

Challenge: Big Idea

What structure is the best design for moving things across open water?

the imperfect time elapse stop motion animation video aimed at capturing the process

Students use pencil and paper to sketch out design they think would work best.

Activate Existing Knowledge

Students show and tell their first drafts. Then groups list one best feature of each idea. Groups begin in tinkering with Tinkercad.

Gather in Creative Teams to Share Multiple perspectives

Research & Development

Test in the Lab

Groups assign jobs and branch out gathering different needs and pooling their resources. One group uses expert interviews, one searches great websites, others continue tweaking models on Tinkercad.

This stage begins with research and development of designs and moves into testing of designs in the lab. Once a model is printed the group record their findings from the test. They may need to return to R&D phase to make changes. They will then return to the test phase be until they are satisfied and ready to show off their final design to the world.

A one minute iReport is produced summarizing the challenge and the solution they have created. The video is streamed to a wider audience and published on a website so that others may review their legacy in future projects.

Publish Your Work

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students capture each idea and phase along the process w/ quick snapshots which they will combine to make a time elapsed video

while leaving a legacy for the next group

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