



Solving Grammy's Problem

1. Brainstorm ideas.
 - a. Reuse your switch.
-  2. Record your team's design idea.
3. Build a model of your solution.
 - a. Test as you go.
 - b. Check criteria and constraints.
4. Test your solution model:
 - a. without moving.
 - b. while moving.
5. Compare your solution to another team's solution.
-  6. Record your ideas about your team's solution.



Discussion Prompts

1. How do the parts of each solution work together as a system?
2. Does energy flow within each system? When?
3. How well does each solution meet the criteria and constraints?
4. How well did each solution work during the two tests?
5. How will these solutions affect Grammy's camping trip?

